


# FINAL FIGHT

## THE ULTIMATE COMBAT GAME

EXCLUSIVELY REVEALED!

FROM THE CREATORS OF ECCO:

## CYBORG JUSTICE!

**MEGADRIVE**



- OUTRUN 2019
- G-LOC
- SPLATTERHOUSE 3
- ROLLING THUNDER 3

**MEGA-CD**



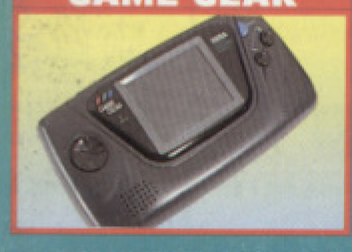
- HOOK
- WOLFCHILD

**MASTER SYSTEM**




- MICKEY MOUSE II
- BATMAN RETURNS
- RAINBOW ISLANDS

**GAME GEAR**



- THE LITTLE MERMAID
- MASSIVE 1993 RELEASE LIST!

## TOP MEGADRIVE BEAT 'EM UPS UNVEILED!

FATAL FURY
DEADLY MOVES
MUHAMMAD ALI BOXING

AWESOME ECCO THE DOLPHIN POSTER INSIDE!

03
9 770967 901009




Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!



ELECTRONIC ARTS®

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nly)/ **Bulls v. Lakers (Sega) 0839 106001,**

**Bards Tale III The Immortal (hints) 0839 106003,**

**Might & Magic (Sega) Rings of Power (Sega) 0839 106005.**

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# CONTENT

## COVER STORY






Check out the contenders for the coveted position of top Megadrive beat 'em up! Contained within this mag is all the info on Fatal Fury, Deadly Moves and Muhammad Ali Boxing!




**FINAL FIGHT CD 16**

So, you want to know about what could be greatest combat game for the Mega-CD eh? Turn to page 16 for the best pics and the full story on the stunning conversion of the top Capcom coin-op, Final Fight!

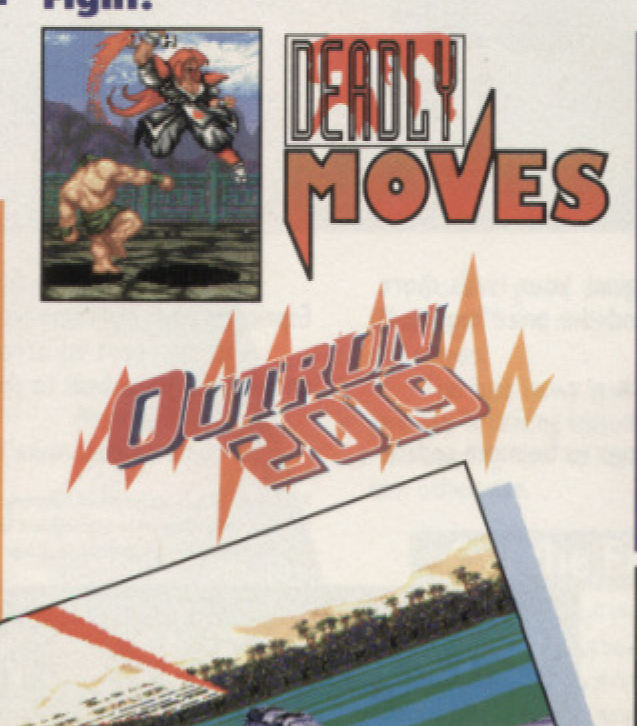
DEADLY MOVES

## MEGADRIVE REVIEWS



EXCLUSIVE

MEAN MACHINES brings you the fully exclusive review of the latest chapter in the Outrun saga — future racing in the very interesting Outrun 2019!



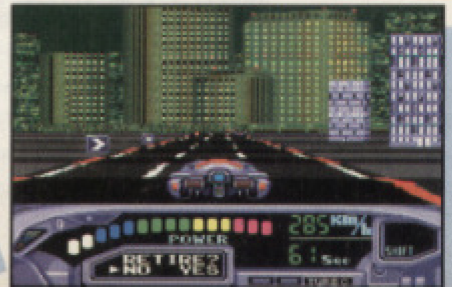

## MASTER SYSTEM



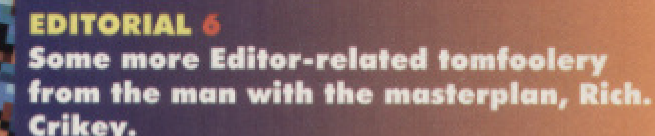
EXCLUSIVE

Cor, are we great or what? Check out the EXCLUSIVE review of the hottest Master System game for years — Mickey Mouse II! Hurrah!







◀ *Hook on the Mega-CD — Is it any good or are we jerking your chain or what? You'll just have to read the review won't you...*

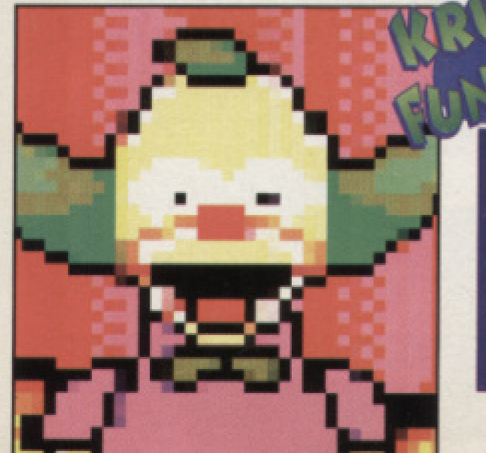
## GAME GEAR REVIEWS

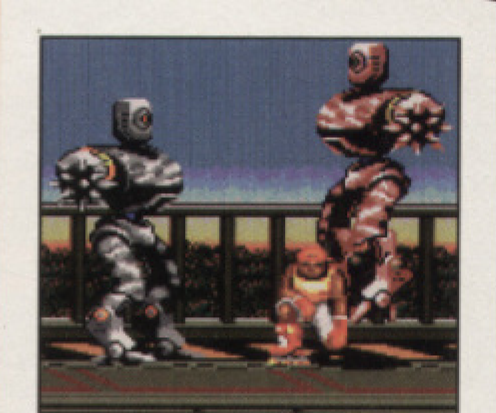





## MEGADRIVE PREVIEWS










## GAME GEAR PREVIEWS



## REGULARS

## WHODUNNIT
**MANAGING EDITOR**
JULIAN "JAZ" RIGNALL
**EDITOR**
RICHARD "RICH" LEADBETTER
**ART EDITOR**
OSMOND "OZ" BROWN
**ACTING ART EDITOR**
TOM "TOM" COX
**DEPUTY EDITOR**
LUCY "LUCY" HICKMAN
**PRODUCTION EDITOR**
ANDY "SORE THROAT" MCVITTIE
**SENIOR STAFF WRITER**
RADION "RAD" AUTOMATIC
**STAFF WRITERS**
PAUL "BACK TO ROCHDALE" DAVIES, GUS "GUS" SWAN
**DESIGNERS**
FRASER "MR MANNERS" GRAY, DAVE "I LUV TRADING CARDS" KELSALL, ROB "ROB" GREEN.
**AD MANAGER**
SEAN "BYE BYE" COLLINGS
**SALES EXEC**
MARIE "BLAZE" LAWLOR
**PRODUCTION ASSISTANT**
EMMA "BYEEEEE" SADLER
**PUBLISHER**
MARC "PRICE POINT" SWALLOW
**SPECIAL THANKS TO**: Technics for their brill portable CDs, as used by Rich, Paul, Gus and Gary Harrod.

**OFFICE PHRASEOLOGY I**
***"UP YOUR KILT"***
A phrase devised by the resident linguistic genius, Gary Harrod, "up your kilt" is a standard response to a difficult and/or impossible series of requests.

**EDITORIAL OFFICES**: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
**PHONE**: 071 972 6700
**FAX**: 071 972 6703
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COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos. Aren't we nice?

# EDITORIAL

## WE NEED YOUR HELP!

I could go on about what a fab issue we've got here — after all, take a look at our main story — Final Fight CD and it's mega! However, instead, I'm going to ask you lot for your help.

Detailed elsewhere on this page is our new, regular 'It's the Pits' section, where you lot decide which parts of the mag are fab and which parts you'd rather remove from the mag and flush down the toilet.

I'm also going to be restoring the fine section that is Insults Corner in the next issue of MEAN MACHINES. So, if you want your picture printed in MEAN MACHINES, now's your chance (the only slight downer being that you'll be insulted in front of readers the World over!). Send in your entries to I'M UGLY AND WANT TO BE MERCILESSLY PUT DOWN, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

If you've got any other interesting photos of fascinating stuff you'd like to see on these pages, send 'em in to us — the best will receive a bijou MEAN MACHINES prizette (or something).

In the meantime, enjoy the issue!

RICH LEADBETTER

## IT'S THE PITS!

Nobody's perfect — even we have to admit that sometimes. But someone's had the bright idea of trying to have a laugh at our own expense, and maybe improve the mag in the process. So 'It's the Pits' has been born. Just give each of the sections detailed below a mark out of ten and send in your finished form to MEAN MACHINES! We will compile a chart of the best and worst of MEAN MACHINES and maybe see to changing some of the things you don't like in the mag. Viva democracy! Indeed.

| | | | |
|---|---|---|---|
| COVERS | ☐ | LOOKBACK | ☐ |
| NEWS | ☐ | NEXT MONTH | ☐ |
| REVIEWS | ☐ | CHALLENGE | ☐ |
| RATINGS | ☐ | GAME INDEX | ☐ |
| CHARTS | ☐ | SMALL TIPS | ☐ |
| PREVIEWS | ☐ | PLAYER'S GUIDES | ☐ |
| YOB | ☐ | HOTLINES | ☐ |
| Q&A | ☐ | EDITORIAL | ☐ |
| HIGH SCORES | ☐ | | |

NICE COMMENT:
..............................
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NASTY COMMENT:
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..............................

MY GREAT IDEA:
..............................
..............................
..............................

## JULIAN "EDDIE KIDD" RIGNALL



"I was showing off my motorcycling, er, prowess down on Southend seafront by wheelying off these speed humps when the 'Babylon' pulled up and proceeded to give me the "just who do you think you are sonny-jim — Evil Knievel?" routine. Of course I apologised unreservedly for my inconsiderate act and waited until the policeman had driven off. Then I revved up and wheelied off all the other speed humps! Yeehaaa!" What a rebel, eh readers?

**CURRENT FAVE GAMES:PGA TOUR GOLF II, ROAD RASH II**

## RICH "STOP IN THE NAME OF DIOR" LEADBETTER



Being editor of the UK's top-selling all-Sega mag, Rich has to be beyond reproach. In fact, in order to qualify for such a position all candidates must undergo a rigorous vetting process in which their records are checked for any 'previous'. However, we can exclusively reveal that Rich was on the most-wanted list of the Taste Police for crimes of fashion too hideous to print. Suffice to say that his mum has now stopped ironing his jeans with a crease down the middle!

**CURRENT FAVE GAMES:STREETS OF RAGE II, ECCO, CYBORG JUSTICE, RAINBOW ISLANDS (MS), STREET FIGHTER II: CHAMPI-**

## LUCY "SUBSTANCES" HICKMAN



"I was stopped by one of the 'guardians of the law' one evening," muses Lucy. "Anyway, because of my slightly merry state — I wasn't drunk, just casual! — he decided to search me. Blow me if he didn't find an Oxo cube in my pocket — I'd been making a casserole! Of course he didn't believe this and took the 'sample' off for analysis. Did he end up with a red face or what!".

**CURRENT FAVE GAMES: COLUMNS**

## OZ "SQEAK" BROWN



Oz, like Rich, is a virtuous sort who has always steered clear of trouble and lived to the last letter of the law. However, we have recently learned of a disturbing number of small rodent-related crimes in the Farringdon area of late. Oz, naturally, denies any involvement, but there have been several sightings of him carrying a small cage and a large block of cheese! Lock up your gerbils!!!

**CURRENT FAVE GAMES: GOING TO CHINA ON HOLIDAY**

## ANDY "RED HANDED" MCVITTIE



"I had been out at one of those nightclub-type affairs enjoying the odd glass or two of mineral water," laughs Andy. " Anyway, we were all in 'high spirits' when we left and when we saw a ladder propped up against this building, it was just too good an opportunity to miss. Imagine then our surprise when, as we were about ten feet up, we spotted this 'black maria' parked right next to us with its attendant 'constabule' shaking his head and, er, beckoning us to come down," he continues. "It took us fifteen minutes to convince him that we weren't trying to break in to the building and were in fact just good-natured revellers. Schlang!"

**CURRENT FAVE GAMES:MICRO MACHINES, LANDSTALKER**

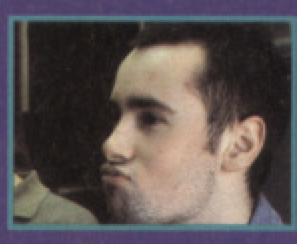
## RADION "CREEPY-CRAWL" AUTOMATIC



"One night at around half past three, me and my mate John decided that we were going to go down the park," smirks Rod, guiltily. "So off we sneaked, dressed in black jumpers and balaclavas to have a laugh. That was until we noticed we were being followed by this strange van. We legged it but we were caught. Imagine our surprise when it turned out to be an unmarked 'meat-wagon'. The two plain-clothes coppers took down our details then took us back to my house. Imagine my further surprise to find a meat-wagon convention and some of those vicious dogs parked outside when we arrived. Apparently they thought we were dangerous escapees from the local home for the criminally insane!!! Schlong!"

**CURRENT FAVE GAMES:LANDSTALKER, MICRO MACHINES, KRUSTY'S FUN HOUSE (MS)**

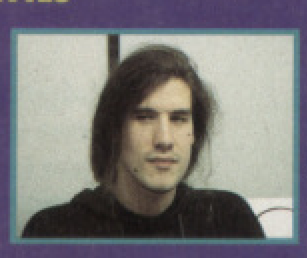
## ANGUS "WE SHALL NOT BE MOVED!" SWAN



"I went on this student demo with a rather "militant" mate of mine," begins our right-on writer, "Anyway the march was progressing peacefully enough, but my mate decided he was going to have a lie-down protest. However, out of the thousands of marchers, he could only gather about ten volunteers and the 'boys in blue' were soon on the scene. It was then that my mate started a bit of "nonaggressive direct action'. In other words he started squaring up to the nearest and biggest constable, and I soon found myself acting as some sort of peacemaker! Fortunately we weren't arrested and laughed about our 'confrontation' later on that evening over brandy and caviar." Is that what's called champagne socialism?

**CURRENT FAVE GAMES:MUHAMMAD ALI, ECCO, MICRO MACHINES, GEMFIRE**

## PAUL "GULP!" DAVIES



"A mate and me were driving around the Town Hall car park one night when we bumped into a parked car causing rather a nasty scrape," confesses Paul. "Oddly enough, we decided to report our little bash to the local constabulary. So we made up an unconvincing story and told it to the ominous-looking "ossifer" behind the desk. Imagine my surprise when I went to my other mate's house later on to tell him about the incident, only to find the *same* copper sitting down having a brew — It was only his Dad's best mate! Schloop!!"

**CURRENT FAVE GAMES:LANDSTALKER, THUNDERFORCE IV**

## DAVE "HAIR DRYER" KELSALL



"I used to be a bit of a scooter boy," admits Dave unashamedly. "Well, I was giving this gorgeous 'dolly bird' a lift home late one night on my good-as-new-but-completely-knackered-and-uninsured Lambretta, when my noisy exhaust caught the attention of a policeman who was busy nicking a motorist who'd parked his car on a roundabout. When heard the racket we were making he decided to chase us instead. He was just about to collar us when these boy racers went screaming past, so he changed his mind again and went after them! What a lucky escape. Schtonk!"

**CURRENT FAVE GAMES:STREETS OF RAGE II, LANDSTALKER, ECCO**

## TOM "DOWN BOY" COX



"We were having a party on Hampstead Heath late one night," begins our resident miscreant, Tom. "Anyway, a few of us who'd had perhaps a little too much shandy decided that we'd set fire to the bins surrounding the nearby lake. However, what we didn't see was the number of night fishermen around the lake, they took great exception to our activities. Next thing we knew, the rozzers pulled up. We all scarpered in different directions and everyone escaped except me — I ran straight into a bush and was soon found by the snarling Alsatians that they'd sent in pursuit. I thought I was done for. Fortunately the dogs were dead friendly and, strangely enough, the police saw the funny side and let me off! Schrelp!"

**CURRENT FAVE GAMES:BIO HAZARD BATTLE, ROAD RASH 2**

## FRASER "ROXX-ANNE" GRAY



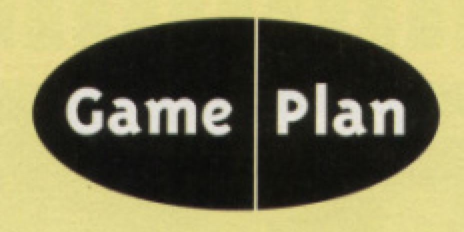
Fraser is really a rather clean-living boy at heart who would prefer never to have had a brush with the long arm of the law. However he does have a Police record. Several in fact. However, his favourite is Regatta De Blanc. Hmmm.

**CURRENT FAVE GAMES:ECCO**

## THANKS CORNER

This month we were determined to bring you the latest Mega-CD reviews, and we wouldn't have been able to do so were it not for the assistance of Advance Console Entertainment (who managed to get hold of an American Sega-CD incredibly quickly for us). They're situated at 3 Lowndes Court, Carnaby Street, London. Call them on 071 439 1185! If you've got a Mega-CD and want it converted to run ANY game from ANY country, give them a call! Also, thanks to the Video games centre (0202 527314) for the loan copy of Landstalker.

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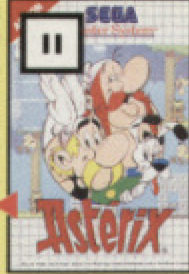


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B) Horse
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**Answer:** A) 40 B) 4 C) 15

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*No correspondence, No alternative prizes. The judges decision is final. Winners will be notified by post.*

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SEGA GAME GEAR
SEGA
Nintendo

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# NIGHT TRAP

Aaieee! American culture is being threatened with extinction! A strange and evil family, the Martins, are kidnapping unattached beautiful females of between 16 and 19 and turning them into a soft drink! Together with their evil servants, the Oggers, the Martins lure the 'chicks' to their mansion with promises of slumber parties and enough 'ice cream' to make them all sick, before bundling them into the basement laboratory. Who'll star in Baywatch? Who'll watch Beverly Hills 90210? Heck, who's going to listen to Marky Mark if not those all-American visions of stereotypicality? Luckily, all is not yet lost. The Sega Command Attack Team have gotten wind of the Martins' evil plans and have dispatched a strike force of saboteurs to the Martin mansion.

You play the operation coordinator. It's your job to track the maniac family and their malevolent slaves through the house, triggering pre-set traps at the right moments to catch the ne'er-do-wells and save the unattached beautiful females of between 16 and 19. Should any of the lasses bite the dust, your mission is over.

However, all is not as simple as it seems. The action rolls on in real-time in eight locations simultaneously, and you have to keep your eyes on all of them! Plus, the traps are triggered by colour codes, which are continuously being changed by the Martins themselves! In order to keep track of the new codes, it's essential to listen in to the Martins' private conversations, by means of monitors and microphones concealed around the mansion.

Night Trap is one of those lovely full-motion video titles we've all been waiting for, which means all the graphics are real actors and sets, including Dana Plato, ex-star of Diff'rent Strokes, starring as the hard-bitten SCAT leader. The graphics do have a grainy, slightly pixilated look to them but they're still very impressive, as is the sound. As for the gameplay, well, the jury's still out on that one (but Lucy was raving about it constantly after playing it for a few hours). The gameplay's definitely lively and more challenging on the old brain than the reflexes but the lasting appeal is as yet unknown. Still, as a showpiece for the Mega-CD, Night Trap is undoubtedly going to take some beating.



▲ ***Check out the fabulous graphics on Night Trap! Mega!***










**Here's what you've been after! The complete list of Sega games announced at the recent CES Show!**

## GENESIS

**Amazing Tennis**
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**Super Battletank**
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**Sorcerer's Kingdom**
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**Breach**
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Data East
**High Seas Havoc**
Data East
**MiG-29**
Domark
**Team Williams Grand Prix**
Domark
**Tony La Russa Baseball**
Electronic Arts
**BOB**
Electronic Arts
**Jungle Strike**
Electronic Arts
**Bart's Nightmare**
Flying Edge
**NFL Quarterback Club**
Flying Edge
**T2: Judgment Day**
Flying Edge
**Acclaim's World Cup Soccer**
Flying Edge
**Wheel of Fortune II**
Gametek
**Family Fued**
Gametek
**Jeopardy II**
Gametek
**Humans II**
Gametek
**Kawasaki**

NEW GA




▲ *It's the Toads! Cool.*

# ACNE POWER

The spotty amphibians are out in fine force as Rash, Pimple and Zitz battle against the forces of evil (presumably Biactol and other related noxious substances) in the fab new Megadrive game — Battletoads.

Alone or with a mate, it's fighting action all the way as the oozing ones rampage through 12 levels of awesome enemies to squeeze out the pus-ridden existence of the evil Dark queen and her bacterial cronies.

Pimple and the fair princess (although fair to a toad may not mean the same to us humanoids) have been snatched by aforementioned Dark Queen so it's up to you as Rash and Zitz to rescue them.

Out now in the US, Battletoads from Tradewest should be winging its way across the ocean to the UK very soon. Stay tuned for further updates.

▲ *The official UK version of Agassi Tennis.*

# OH BALLS!

Not content with blitzing our screens at Wimbledon and in naff coffee ads, the heart-throb of tennis has landed himself a shiny new Megadrive role, in a game rather aptly called Andre Agassi Tennis.

Courtesy of TecMagik, the game features four courts — grass, clay, hard and American indoor. There are eight players to choose as opponents, each with their own strengths and weaknesses. Play them for cash with the stakes doubling with every return to add to the excitement.

Check out our exclusive pictures of the official UK version to get an idea of the graphics and we'll fill you in as to the gameplay in a future issue.



# BIG JOBBIES

Now you lot might think that not one, not two, not ten but FIFTY TWO whole games on one wafffer-thin Megadrive compatible cart would be a really good deal at the 'knockdown' price of just £129.99.

But BEWARE, because although this little purple widget is indeed packed with 52 individual games, from what we've seen so far they're about as technically sophisticated as a brick, as much fun as leprosy and have the playability of a dead haddock.

None are official Sega games (hardly surprising since we're sure Sega would rather have hot pokers up the jacksie than grant this a licence) and they range from the utterly dire to the completely banal.

Produced by American based Active Enterprises Ltd the games include such well known (?!) gems as Warlock, Dead Ant, Giant Slalom (oo-er — Lucy), Star Evil, Skirmish, Air Command, Simon, Bonkers (oo-eer — Rich), Magic Bean, Zulu... the list is endless... and very forgettable.

However, we'll bring you a full review soon so you can make up your own minds — provided Sega don't hit them with a law suit beforehand that is.

**Gametek**
Harlem Globetrotters
**Gametek**
Wolfchild
**JVC**
Deadly Moves
**Kaneko**
Chester Cheetah... Too Cool To Fool
**Kaneko**
Tiny Toons
**Konami**
Rocket Knight Adventures
**Konami**
Sunset Riders
**Konami**
Teenage Mutant Ninja Turtles
**Konami**
Championship Bowling
**Mentrix**
Nolan Ryan Express
**Mentrix**
F-15 II
**Microprose**
Pirates! Gold
**Microprose**
Outlander
**Mindscape**
Cal Ripken Jr Baseball
**Mindscape**
Gods
**Mindscape**
Miracle Piano Teaching System
**Mindscape**
Rolling Thunder III
**Namco**
Splatterhouse III
**Namco**
Clue
**Parker Brothers**
Monopoly
**Parker Brothers**
Keeper of the Gates
**Razorsoft**
Hooves of Thunder
**Razorsoft**
Hook
**Sony**
Dracula

## IT'S MEGA (CD)!




Okay, now it is absolutely, utterly, completely and indubitably official, the Mega-CD will definitely hit the streets in the first week of April or Sega will eat their hats (probably).

And since we're so damn good to you, here's a fine and dandy list of some official Sega games you can snaffle up to go with it. All are a snip (?!) at £39.99 except Night Trap (see elsewhere in news for details) which is a double CD and will set you back a whopping £49.99 and the adventure jaunt Sherlock Holmes which will sting you for £44.99.

Other than that there's the much hyped driving game, Jaguar XJ220, Wolf Child (see reviews this issue), Black Hole Assault and Prince of Persia. A full run-down on the whole bunch should be within the pages of the next issue of MEAN MACHINES SEGA.

## FLYING



## YO! MARKY IN THE HOUSE!

Yo, my homeboy, what's the word on the street? Yo, fly, chill, bring it back the other way boyyyyeeeee! Well, if that stream of toss means anything to you, you're either a Marky Mark fan or you're completely mad (although the two often go hand and hand).

And, chill, hey — word up, Marky Mark is where it's at, you know what I'm saying? Well, I'd be quite surprised if you do, but anyway, what this is all about is the first exciting Make My Video title on the Mega-CD, featuring none other than Mr Mark himself (and his Funky Bunch of course).

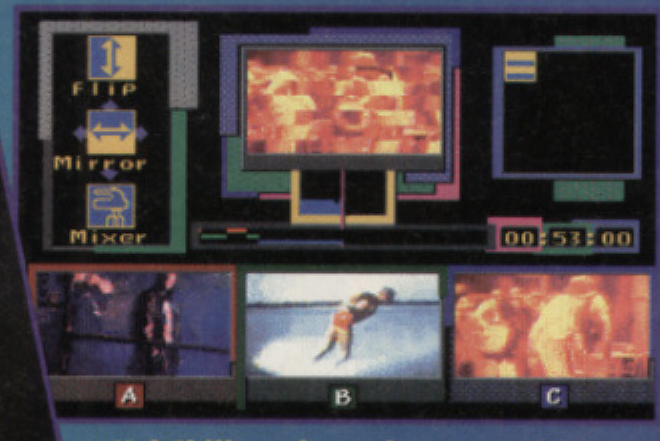
Yes, Marky, along with Kriss Kross, C+C Music Factory and INXS, have obviously abandoned his recent drive towards credibility by selling their names and videos to Sega in this new full-motion video spectacular.

The game, such as it is, revolves around directing one of three Marky vids, by keeping an eye on three ever-changing screens of video footage and cutting into each one at opportune moments in the song. There's also a wide range of weirdo video effects, such as strobing, palette mixing, digitising, slicing, dicing, grating and pureeing.

The idea is to choose a character from a list of four at the start, each wanting you to Make Their Video, listen to what they reck-on would look best and try to achieve the desired effect. At the end of your stint your video is played back and then judged by whoever you made the video for.

Of course, it's not the actual gameplay itself which is supposed to be the breathtaking bit, it's the extensive use of — hey kids — actual video film and CD sound! This means if you do happen to be a Marky fan you have the added bonus of being able to listen to three of his top "hits" (hem hem) as well as messing about with the game.

It must be said that despite the slightly grainy look to the footage (basically because the Megadrive can't handle enough colours) it's very impressive indeed. However, the lasting appeal of the game itself is slightly suspect, but rest assured it will be fully investigated in a forthcoming MEAN MACHINES SEGA review. In the house, boyyyyyyyyyyyeeee!





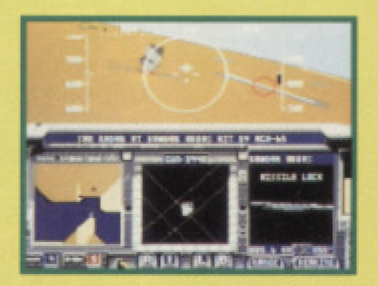

▲ *Yo! Chill out home boyyyeeee! Or something like that...*

## NEW GA

Sony
Cliffhanger
Sony
ESPN Baseball
Sony
ESPN Football
Sony
Last Action Hero
Sony
Blaster Master II
Sunsoft
Batman Return of the Joker
Sunsoft
Aero the Acrobat
Sunsoft
Thomas the Tank Engine
THQ
Wayne's World
THQ
Time Trax
THQ
Chase HQ II
Taito
Hit the Ice
Taito
The Flintstones
Taito
Fatal Fury
Takara
King of the Monsters
Takara
Andre Agassi Tennis
Tecmagik
Tecmo Super Bowl
Tecmo
Paperboy II
Tengen
Race Drivin'
Tengen
Road Riot
Tengen
Battletoads
Tradewest
Indy Heat
Tradewest
Flashback
US Gold
Strider II
US Gold
King Salmon
Vic Tokai
Cool Spot
Virgin

# ...G TONIGHT



▲ *Check out these excitement-packed screenshots!*

Coo-er, those Microprose peeps are flying high at the moment. And before you jump to conclusions, they're not on drugs or heaven forbid, Shamen addicts (eh? — Rich) or anything like that. No, they're simply jumping on the Megadrive bandwag-on for the first time with the rather spiffy flight sim type thingy — F-15 Strike Eagle II.

According to the flyer you can dive, soar, strike, twirl, pitch, burn, act, react, fire, flatten, shatter, tangle, swoop, land, chase, escape. Er, hum, right. fine... 'nuff said methinks. Except, from what we've seen so far it's looking pretty stonking as the screenshots on this page show but naturally we'll fill you in real soon!

# SPLAT IS BACK



▲ *Splatterhouse III: 16 megs of action!*

Just as you're getting over the rampant nau-sea brought on by the prequel, the third in Namco's Splatterhouse series is all set to puke onto your Megadrive.

Splatterhouse 3 continues the blood-thirsty brawling horror in a similar vein (par-don the pun) this time pitting Rick the 'Rough and Ready' against legions of gruesome fiends out for blood, his in particular, in a desperate attempt to save his family.

The 16-meg game apparently features level after level of chillingly horrendous graphics, multiple endings, nonlinear gameplay, wicked new levels and all in all sounds totally one for the sickos and psychos (or people aftr a good beat 'em up for that matter). Check out a full review in MEAN MACHINES SEGA as soon as we get our hands on the game.

# ON A ROLL

▲ *Check out the fab-looking Rolling Thunder III!*

Hurrah and huzzah Agent Jay, the World Police Criminal Organisation's hard-est has-been is back for another turn against the powers of evil in Rolling Thunder 3.

Join him on his quest to batter the GELDRA terrorists with the shooting action dragging players from the oil refineries of Southern California to the mysteries of Easter Island.

Set over ten lev-els, it's your job to shoot the muthas to hell with whole range of super-duper all-new weapons, and ride those groovy cycles and generally stay alive. Join us soon for the full review.



Chi Chi's Pro Challenge Golf
Virgin
World Trophy Soccer
Virgin

## MEGA-CD

Mad Dog McCree
American Laser Games
Space Pirates
American Laser Games
Who Shot Johnny Rock?
American Laser Games
Gallager's Shooting Gallery
American Laser Games
Alien
Arena
Mortal Kombat
Arena
WWF WrestleMania
Flying Edge
Introducing the HUMANS
Gametek
Brutal
Gametek
Monkey Island
JVC
Heimdall
JVC
Dungeon Master II
JVC
Thunderhawk
JVC
Monkey Island II
JVC
Jaguar XJ220
JVC
Wolfchild
JVC
Wonder Dog
JVC
Road Avenger
Renovation
King's Quest
Sierra
Mixed-up Mother Goose
Sierra

# PIONEERING SEGA

Sega has joined forces with techie giants Pioneer to produce a device called the LaserActive — a machine capable of playing LaserDiscs and standard compact discs... but that's not all!

There will be three compatible "control units" available to slot into the machine one of which, the Mega LD, Sega will have a hand in producing. The Mega LD will be able to play Sega CDs, Megadrive carts, CD+G discs plus Mega LD discs which are Sega games on 12inch laser disc format. The question is, are new and original games going to be produced on the 12inch format? Whatever the case, we'll let you know.

Any road up, this all sounds like pretty radical stuff and as soon as we get our hands on the finished LaserActive device, we'll bring you the full ins and outs.

## SEGA LOCK-OUT CHIP: THE FACTS

As we revealed months ago in MEAN MACHINES SEGA, Sega are starting to add lock-out chips into their games — making import games completely incompatible with official machines. Now MEAN MACHINES is ready to give you the full story.

First of all, let's dispel some myths. The lock-out chip isn't a chip at all — it's just an addition to the cartridge's game code. Every Megadrive has two registers that can be read to tell the game what speed to run at (50 MHz for Europe, 60 MHz for the US and Japan) and what country the console originates from. The game checks its own code to that of the console and if they're not compatible, the game doesn't run.

Sega are making a concerted effort to make every US and Japanese game protected in this way. We do know that Virgin Games are also protecting their games in this way, as are most of the other third party manufacturers like Konami.

If, however, you are anxious to be able to run all cartridges from every country, Advance Console Entertainment of London are the guys for you. They're able to adapt Megadrives and add switches to the machine that effectively change it into an American, Japanese or UK machine! For more details on this modification, give them a call NOW on 071 439 1185.

# SHIVER ME TIMBERS

It's pieces of eight, yo ho ho and a bottle of rum, wooden legs and dead parrots ahoy with Pirates! Gold, the new Megadrive adventure from Microprose.

Lead your unruly crew of wild buccaneers into distant horizons, bombarding enemies with hull-crushing cannonballs, pillaging innocent victims, crossing swords with disease-ridden rogues and that's when you're in a good mood!

Plunder valuables in bold attacks on enemy ships and risk losing your dignity, your honour and your life all for the love of *gold*.

Check out the screenshots on this page for some enlightenment as to the contents of the game and keep your eyes peeled for a future review.




▲ *Pirates! Gold in action!*






# NEW GA

Stellar 7
Sierra
Space Quest
Sierra
Willy Beamish
Sierra
Make Your Own Music Video
Sony
Dracula
Sony
Son of Chuck
Sony
Cliffhanger
Sony
ESPN Baseball
Sony
ESPN Football
Sony
Jeopardy
Sony
Journey to the Centre of the Earth
Sony
Last Action Hero
Sony
Wheel of Fortune
Sony
Chuck Rock
Sony
Hook
Sony
Sewer Shark
Sony
Pit-Fighter II
Tengen
RBI-5
Tengen
The Terminator
Virgin
Out of this World
Virgin

## GAME GEAR

RC Grand Prix
Absolute
T2: The Arcade Game
Absolute
Mortal Kombat
Arena
James Bond
Domark
Team Williams

▲ *It's Thrill Central in the game known as Renegade!*



# TOUGH DUDES KICK MASTER SYSTEM ASS!

Master System owners into beat 'em ups and/or ancient coin-ops may be pleased to learn that a conversion of the Taito coin-op Renegade is just about ready for release on the 8-bit console.

We've only been able to take a quick peek at the game and can inform you that the graphics don't look much like the original coin-op's, but the gameplay and all the combat moves appear to be in there. Taito's conversion of Rainbow Islands is fab, but can the same be said for this combat game? Examine the pages of the organ that is next month's issue of MEAN MACHINES to find out the facts.

# SHINOBI III: DELAYED!

Shinobi fans eagerly awaiting the topper Shinobi III: Return of the Ninja Master, are going to be disappointed to learn that the game has been put back to June!

Apparently, the guys at Sega weren't too happy with the game in its current state, so they've sent the cart back into development for another couple of months to generally tidy it up and make it a lot more presentable.

MEAN MACHINES reviewed the game in January and felt at the time that with a bit of effort, the game could be turned from 'excellent' into 'bloody amazing!'. Hopefully this will be case by the time the game emerges in June.

Stay tuned to MEAN MACHINES for more details as and when they crop up.

AMES '93

Grand Prix
Domark
Desert Strike
Domark
Arch Rivals
Flying Edge
Krusty's Fun House
Flying Edge
Spider-Man: Return of the Sinister Six
Flying Edge
Bart vs the World
Flying Edge
T2: Judgment Day
Flying Edge
WWF Steel Cage Challenge
Flying Edge
Wheel of Fortune
Gametek
Introducing the HUMANS
Gametek
Jeopardy
Gametek
Devilish
Sages Creation
Super Golf
Sages Creation
Dracula
Sony
Hook
Sony
Clik Clak
Sony
Cliffhanger
Sony
Last Action Hero
Sony
Chase HQ
Taito
Paperboy II
Tengen
Battletoads
Tradewest
Strider II
US Gold
Double Dragon
Virgin
Global Gladiators
Virgin
Robin Hood: Prince of Thieves
Virgin

PREVIEWS

# Final Fight

Can Streets of Rage II be beaten as the greatest scrolling beat 'em up available for the Megadrive? Capcom obviously think so and aim to prove it with the release of Final Fight CD — an arcade perfect version of the massive coin-op.

The scenario is pretty pointless, but basically it involves one Mike Haggar — mayor of Metro City. He's been subjected to bribes from the Mad Gear gang, who intend to rule Metro City with Haggar as the puppet leader. Haggar, though, has resisted all such attempts. The Mad Gear are obviously pretty, um, mad, and in their anger kidnap Haggar's daughter, Jessica. Now they're blackmailing Haggar into doing their evil deeds. If he doesn't, Jessica dies!

Haggar decides that enough's enough and enlists the aid of Jessica's boyfriend, Cody, and his pal, Guy. Together the three of them aim to get Jessica back the hard way — by patrolling the streets of Metro City kicking the seven shades out of the Mad Gear gang members until they reach the uptown HQ of Belger — leader of the Gears!




## CHARACTER ACTOR

Unlike the Super NES version of Final Fight, the Mega-CD version has incorporated all three characters from the original arcade game and has simultaneous two-player action programmed in too! The profile of each player are contained in this preview!



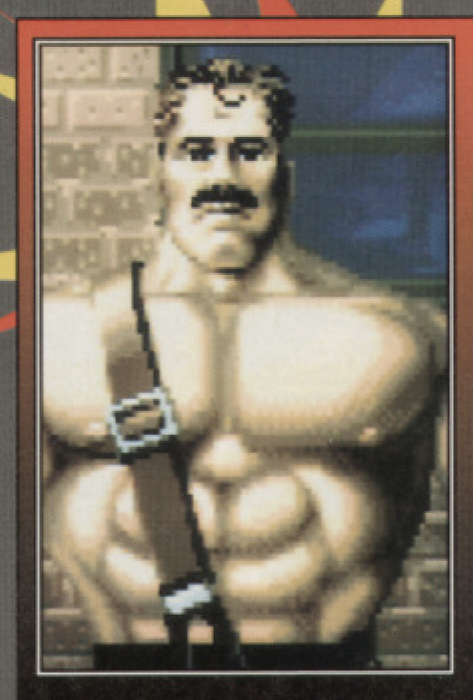

*Guy faces up to the dodgily named Sodom in this screenshot taken from level two.*

## NAUGHTY, NAUGHTY, VERY NAUGHTY

We found out a while back (while US Gold were converting the game to the Amiga) that the coin-op has a hidden 'naughty' mode, where Jessica's lost half her clothes and some of the female sprites are a tad more... um, provocative. This 'naughty' mode has made it into the Mega-CD conversion! How sexist can those Japs get? We're fairly confident that all this dodginess won't turn up in the official European version!




Here's a shot of Cody once again beating up some poor fellow — this time in the Slum Area of the game!



## HAGGAR

**Occupation: Mayor/ex-wrestler**
**Height: 6.64ft**
**Weight: 297lb**

Haggar's an ex-street fighter, who retired to become mayor of Metro City. Now he's been brought out of retirement and astounds with his powerful attacks and wrestler throws. His piledriver and double lariat attacks are greatly admired and copied by Zangief, of Street Fighter II fame (or so the Super NES Street Fighter II instructions proclaim).



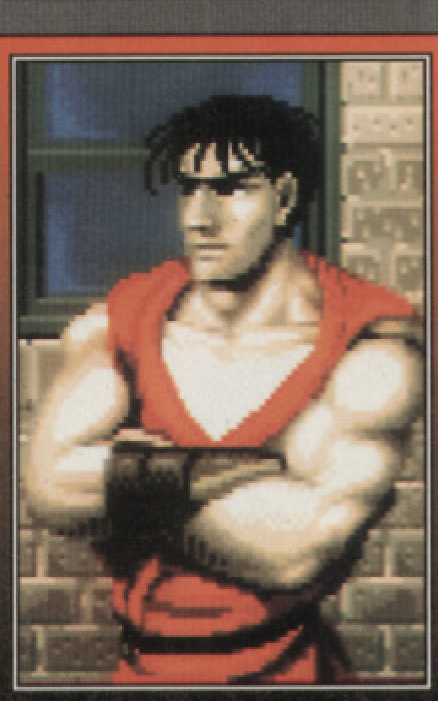
## CODY

**Occupation: Street fighter/hard man**
**Height: 5.97ft**
**Weight:187lb**

Cody's a karate martial artist, who's also adept with knives. Whereas the other characters can only throw knives at their targets, Cody is able to slash, which causes a great deal more damage than ordinary punches. Another advantage that Cody has is his undeniable speed, enabling him to avoid more attacks than Haggar and punch a lot quicker.




Cody lays into a leather-garbed fellow, but he should beware! Andore Jnr is right behind him! Arghhhhh!



## GUY

**Occupation: Ninja**
**Height: 5.87ft**
**Weight: 158lb**

Guy's well versed in the arts of the ninja, enabling him to attack incredibly quickly, coming up with devastating combinations of punches and kicks. He's even faster than Cody which comes in handy for initiating attacks (as does his flying off-the-wall attack). The downside to Guy's talents is his lack of real strength. He needs to hit enemies a lot more before they fall.



# BONUS GAME

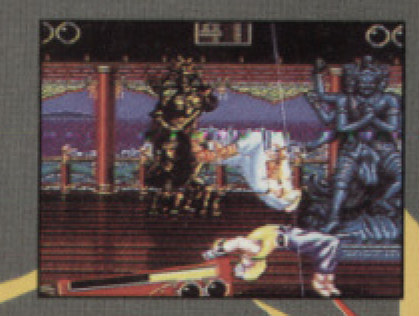


There's an all-new bonus game in the Mega-CD version of Final Fight! In this special round, you (and a mate in two-player mode) are perched atop a suspension bridge where you are attacked for 99 seconds by some of the Mad Gear's most vicious members! The winner is the player who knocks off the most meanies in the alotted time period. Hurrah!

# FATAL FURY

Coming soon from Sega is Fatal Fury — a one-on-one conversion of the popular Neo Geo beat 'em up. Basically it plays much the same as Street Fighter II, with a selection of characters, each with their own special moves. As you can see from the screenshots, it's looking pretty and is a big improvement over the disappointing Super NES version.

Due to strange circumstances beyond our control, we were unable to bring you the full low-down on Fatal Fury this month. Hopefully, the situation will have changed by next month, so look out for the definitive review!




* PUTTING WALTHAMSTOW ON THE MAP *
EAST 17
REVIEW
EAST 17
EAST 17
EAST 17
1 PLAYER
BUY EAST 17
RELEASE 15th FEB
PRICE AFFORDABLE
OPTIONS
CONTROL: ALL FORMATS
SKILL LEVELS: 10 TRACKS
BONUS: 3 MIXES ON CD
1ST DAY SCORE
TOP TEN ENTRY
HOW TO CONTROL
PLAY VERY VERY LOUD
EAST 17
* WALTHAMSTOW *
PRESENTATION
INCLUDES THE HITS:-
DEEP
HOUSE OF LOVE
GOLD
SOUND
BLINDIN'
PLAYABILITY
IMMEDIATELY ADDICTIVE & FURIOUS
LASTABILITY
A MUST FOR EVERY MULTI DRIVE OWNER.
LEAP OUT AND PURCHASE NOW!
OVERALL
100%




From the creators of Ecco the Dolphin comes Cyborg Justice - a game involving large robots, superlative graphics and a vast level of super-powered violence!

The game is played in one of two distinct formats. In the Arcade version, you (and a pal in simultaneous two-player mode) strut your way through fifteen levels, laying into other cyborgs and pitting your might against the twisted bosses that control them!

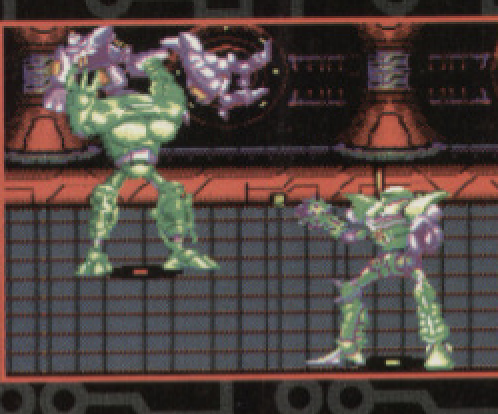
Duel mode retains much the same gameplay, but restricts the action to an arena, where you and your opponent slug it out in a bid for mechanised supremacy!

Sega Europe have sent us a version of the game that's about 60% complete, and we can report that it's already shaping up into something quite special. As you can see, the graphics are well smart, but what you can't see is the great animation. The robots move superbly - it's almost like watching a cartoon!


*Ow! Hey you punched my arm off!*





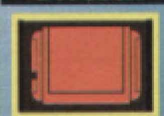






BY: SEGA



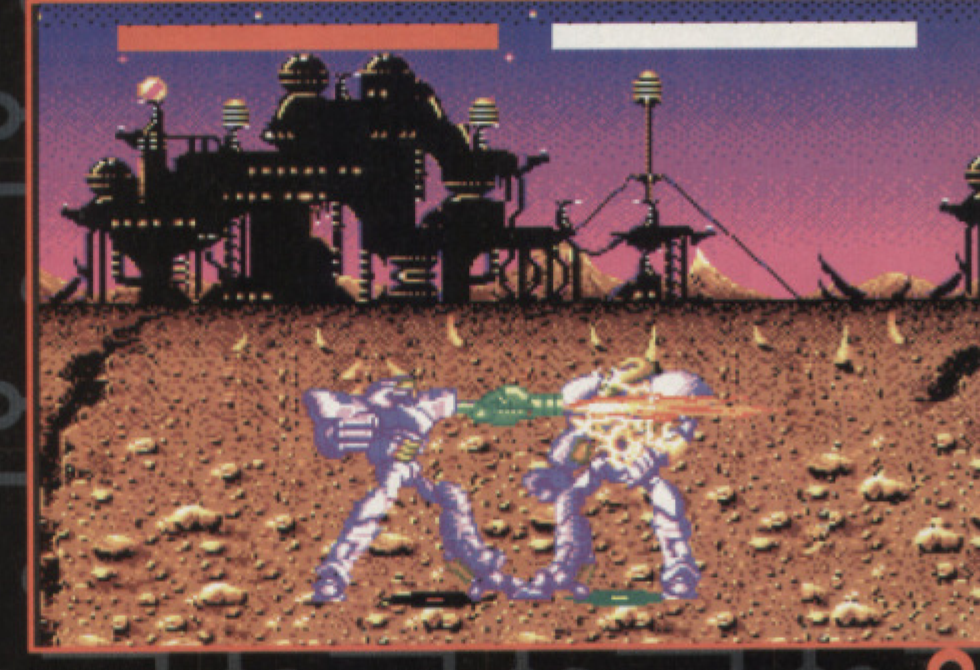



PRICE £39.99
RELEASE APRIL

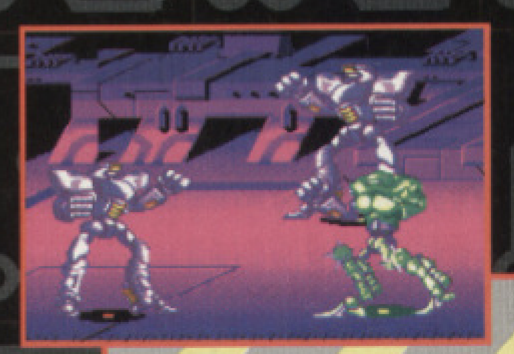
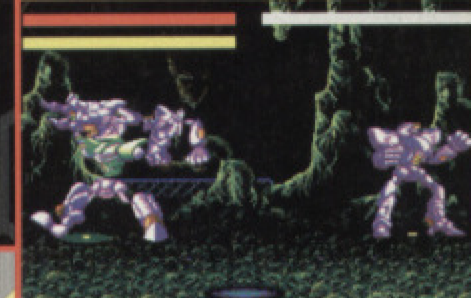
## LEG IT TUCKER!

Perhaps you'd like to customise how your cyborg walks! Changing legs is the key here. All legs inflict damage should you kick your opponent. However, some of the other legs provide much more amusement. For example, one pair transforms your entire robot into an unstoppable tank! Cool!

ORG



Got a light? Hey, oww! watch it! You could have had my eye out!

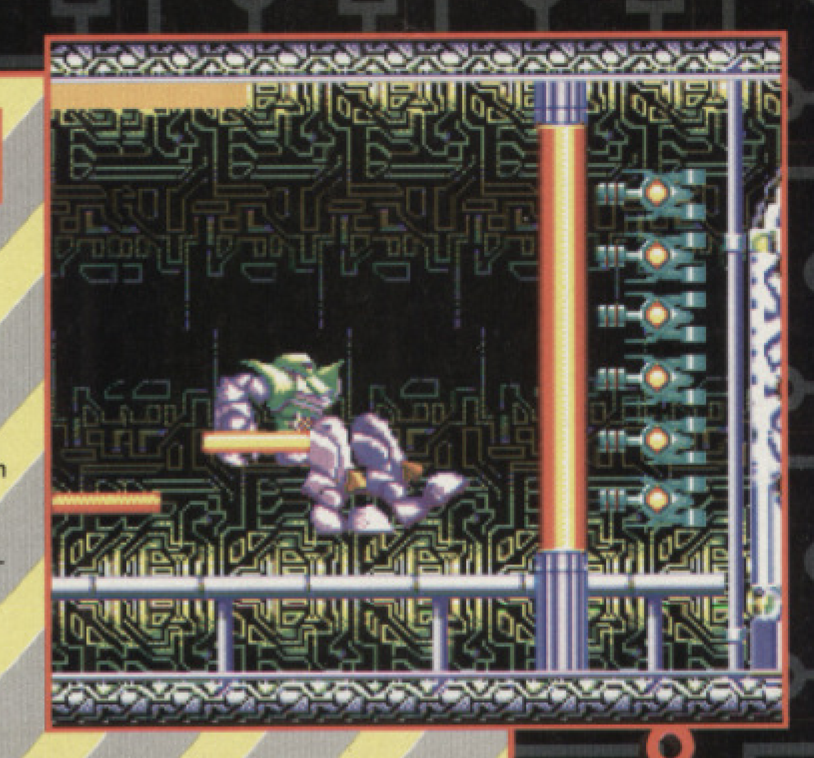



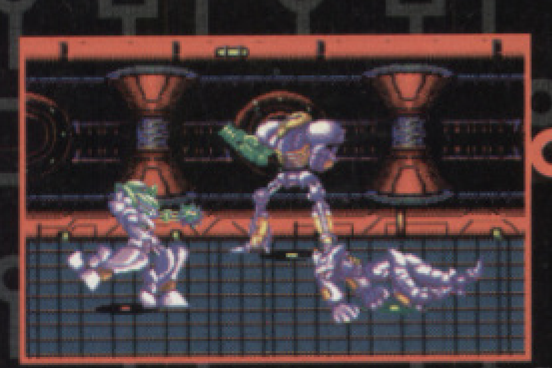
## MECHANISED CANNIBALISM

If you've just survived an epic confrontation but have sustained serious damage, take heart! It's possible to pick up spare parts and attach them to your cyborg. Even if you're not damaged, sometimes it's prudent to pick up the spares any way. If they're of no use to you, you can chuck them at your next opponent!

## ATTACHABLE CARNAGE!

The cyborgs in the game come with a number of special attachments that increase the damage you can inflict on an opponent. The range of add-ons spans from pneumatically powered fists, to rocket-launching arms, laser-spitting hands and flamethrowers! Such formidable weapons soon send bit of the opposition flying!





## MENAGE A TROIS

Anyone who's ever played the computer game, International Karate Plus should be instantly at home here. In this mode, it's a battle to the death between two human players AND a computer opponent!

# MEAN YOB

***As the coldest month continues, YOB has been warming himself by a fire fuelled by your letters. Only the crappy ones, though. The good ones are here for your delectation and delight. If you've got anything to say, funny comments to write or have pictures, photos or anything you think YOB might derive some pleasure with, send them in to: TROUSER PANTS OO-ER MIND THAT DOG OH HELLO VICAR MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As from next month, YOB is giving away amazing MEAN MACHINES t-shirts to what he considers to be the best letters of the month — so get writing.***



▲ *Chun Li gets the anime treatment.*

## THINK YOURSELF LUCKY

Dear YOB
Firstly, concerning your first Sega video. I've got World of Illusion and I've completed it in all modes and yet I've never seen the level you showed on your video. The soldiers on that level had green shorts when they were supposed to be red. Another thing about the video is that Sonic completed the second act of Chemical Plant Zone without fighting Dr. Robotnik, he just spun through the end-of-level sign post where Dr Robotnik should have been.
*Gregor Burns, St Andrews*
**YOB:All the games featured on the video were early versions, and were therefore subject to change. Think yourself lucky you've been able to see ultra-rare versions of the game normally only seen by magazine journalists.**

## POETRY CORNER

Dear YOB
Here's a poem I thought you'd appreciate:
I know of a guy called Rad,
Who smells incredibly bad.
He'd be less of a dope if he used some soap,
And his friends would be grateful and glad.
*Sharon Mitchell, Scotland*
**YOB:What? You can smell his knicks from all the way up there? I thought they were bad, but never knew that were THAT fruity!**

# THE VOICE OF REASON II

Dear YOB
After reading your last issue I feel compelled to write to you, it is regarding a letter from a certain Margaret Shelley. I was astounded by the narrow mindedness of her letter.
My first complaints start where she said "young adults who have wasted their lives playing these games". What can I say, well how about this madam: Is gaining enjoyment from something really wasting time? I don't think so. Also, in her letter she mentioned that her son was lost to these games. Far be it from me to say but could this situation be partly attributed to poor parental involvement in her son's activities?
I myself have been playing games since I was eight, I am now seventeen and my parents participate in my gameplaying and have fun themselves. I would like to know whether she participated like this or does she, as I fear, leave him to it and not even try to understand his hobby. The next point that annoyed me was her comparison of the addictive qualities of games to that of drugs. To be honest that disturbed me. My friends and I don't have any problems turning our machines off for more than ten minutes, and if we do we certainly don't get rushed into rehab! To be quite honest this is the sort of scaremongering I would expect from a tabloid newspaper.
As for her comment about games being evil, I will not even lower myself to argue that point.
However, the point that really annoyed me was the warning of organising into a force to gain a ban on video games by law. I believe this would be a futile excersise and I would go as far to say that whatever amount of peole she could rally, considering the current attitudes of all computer and video game users (and rational people in general) I believe we could outnumber her organised members quite easily by ten to one in favour of keeping games perfectly legal.
My final point regards her arguement about re-installing firm family values. Madam, for the majority of people firm family values are still here. However, dictatorial style attitudes like hers never changed anything. It just serves to make things worse.
*Andrew Turner, Coventry*
**YOB:Nicely put.**

▲ Pete Parr reveals the spiritual side to MEAN MACHINES



# THE VOICE OF REASON

Dear YOB
Your answer to Mrs Shelley's letter in ish no 5 was wrong so I will attempt to give a right answer. Now. Mrs Shelley says that games give terrible ideas about violence. The same thing is being said about TV for years and only people who are mentally disturbed can be affected by this. It has never happened that a person started killing after playing a game. When playing a game, children take out their aggression by defeating a game. This is better than being a bully towards others. Research in Amsterdam, Rotterdam and the Hague proved that most children who play games are peaceful and solve a problem rather by talking than fighting. You say some titles are no good, well I can't fight that, but how about pornographic magazines! At a newsagent every kid can grab them.
*Xander Dezentje, Holland*
**YOB:Great letter. Great name. All I want to know is how the hell you pronounce it!**

▼ Sonic takes up Hockey in this effort by one Hadyn Hughes.



# STRESSED OUT

Dear YOB
What you said about people not being able to accept consoles because they are new was absolutely right. First an enquiry is launched because people think computer games are bad for you and lo and behold (in America) they were proven wrong.
These people are persistent so they look for other things that are wrong with games. Now they query the prices, yes they are high and cost more than they do in America, but their arguement is unfair, eg they only cost £10 to make and are sold for £65. Only one game currently costs that much. And what about months of work for programmers, the cost of shipping them in from other countries and a number of other things. It's so easy to put the boot in to anything without painting the whole picture, for instance automobiles. I reckon that if you melted a BMW down you'd have about £1500's worth of material, so how come they sell for about thirty thousand. You don't have to print this letter, I just needed to put pen to paper because I'm so stressed out.
PS Any chance of a YOB's Gossip revival?
Sion Wyn Owen, Llangefni, Gwynedd
YOB:I hope you feel a lot better for it.

## A MASS DEBATE?

Dear YOB
I enjoy your highly opinionated letters page very much each month, but I want to try and change your attitude on one important point. In the January issue you printed a letter from a MS owner complaining about people extracting the Michael out of his machine. You replied in your usual understanding, compassionate and sympatthetic prose, telling him to get lost and siding with the potheads who were insulting his console. In other words, people who own either the Megadrive or the Super NES are cool 'n' happenin dudes and people who own the Master System or the NES are Mister Sad. This is crap. A person's character is not measured by the amount of money they have. Such petty prejudicial snobbery is very hurtful, particularly at a time when many people can't afford a place to live, let alone a games console. The vast majority of console owners are school children and students who find it extremely difficult to afford the prices charged by Sega and Nintendo for their software. I am fortunate enough to own a Megadrive and some good games, but when Mega-CD comes out I'll be just another goon with a sad console. And then there's the Nintendo 32-bit machine, and then the 32-bit Sega, and then the Falcon machine and so on and so on. It just never ends.
The Megadrive is a better machine than the Master System, but emphasising the fact is just a way for Megadrive owners to jerk each other off. I think Mean Machines Sega is easily the most thorough and informative console mag around at the moment, but please don't encourage an already widespread clique of yuppie idiots who want to feel superior to everyone else.
*Gordon Smith, Dundee*
**YOB:At least I'm honest about what I say. Look at you — patronising poor old Master System owners with your feeble platitudes. Bah!**

***▲ A slightly pervy effort from O Higgins.***

## EASY-PEASY

Dear YOB
For the last time, when will Sega get it right and make an attempt at producing games that are more difficult to complete. A vast majority of gamesplayers, young and old alike, have been complaining for absolutely ages about the lack of a serious challenge in numerous releases. Nintendo must be beginning to realise that they've got one up on Sega as most people agree that most Super NES games offer a far better, tougher challenge by far. Street Fighter II, Final Fight; these are the titles that seasoned gamers will eventually go for in favour of Sega's push-over software. For God's sake let's hope that Sega's Street Fighter II isn't a total blunder.
I think it's safe to say that Sega will (in the not too distant future) begin to see a rapid decline in the sales of games of such low lastability, while top-quality releases will sell like hot cakes, this I hope should begin to teach them a lesson. Companies that produce games with high challenge levels should be praised for their efforts (Thunderforce IV and Ghouls 'n' Ghosts spring to mind), and easy-to-complete games should be severely marked down in the lastability stakes. Sonic II, for example, was over rated. It's still way too easy.
If Sega don't liven their ideas up and continue to carry on ignoring everyone's pleas for games of more depth and challenge then the only remedy I can recommend is that in one of your future issues you give away a free MEAN,MACHINES blindfold to wear while playing games. To sum it all up, TO BE THIS GOOD TAKES AROUND FOUR HOURS....TO BE THIS EASY TAKES SEGA.
*Rob Robinson, Rotherham*
**YOB:Ooooooooo-ooooo. Who got out of bed the wrong side this morning?**

## WORST MEGADRIVE PLAYER EVER?

Dear YOB
We are just writing to say how highly addicted we are to Virgin's Terminator game on the Megadrive and other games of that nature. When you reviewed Terminator some time back in the summer of '92 you gave it a measley 43% due to the so called "complete lack of challenge". Well let us state the fact that we both bought the game soon after you incorrectly reviewed it and neither of us computer fanatics have a clue in which way to go because the programmers have obviously thought long and hard about this impeccable game. We both find the game overwhelmingly challenging without a single shadow of a doubt. You completely messed up your review and if that means that you are no longer trusted it's your own stupid fault. We strongly recommend you and your poor excuse for a team buck up your ideas about reviewing games. If you don't print this letter then we can only come to the conclusion that you don't want your viewers to think you're completely untrustable.
*Paul Tyner, Witchford near Cambridge School*
**YOB:You highly sad, utterly crap player. You must be a complete gamesplaying turd to find The Terminator challenging. Jaz and Rich both finished the game in 20 minutes, having never played it before. The fact that you, a veritable baboon's ass of a gamesplaying travesty, can't complete the game is completely irrelevant to the mark. We say what we think. That's what we're here for. Are you telling me you want us to give high marks to all easy games just because you're such a basket case player?**




***▼ Not an artwork as such - more of an envelope. Top one HMH, whoever you are.***


IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.
Welcome to the world of...
In the pit it's *mean*, it's *tough* and it's no place for the fainthearted. Take on all comers - The fighting is *below the belt* and rules don't exist. Survival and the *prize money* are all that matter. This is the world of the Pitfighter!
It's what the Master System has been waiting for!
SEGA
from
DOMARK
PIT-FIGHTER
BUZZ
KATO
MAD MILES
ANGEL
KO's
TIME
DOMARK
SEGA
Master System
SEGA is a trademark of Sega Enterprises Ltd.
Pitfighter © 1990 Atari Games.
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# IMBECILE CENTRAL

Dear YOB
What you say about it being impossible to make a converter that allows you to play Super NES games on your Mega Drive is a load of Edam Cheese which should be sent off to solmaria because of famine. All you need is a computer, a Megadrive and a Super NES cart. The computer could be programmed to read the data in the Super NES cart and convert it so that the Megadrive could run it. But how can this incredible feat be achieved? Well read on: 32, 768 divided into 512 is 64, so for every 64 colours on the Super NES there is one Megadrive colour. Also the sound would be recorded from the Super NES and converted in much the same way, but the Super NES uses a different language than the Megadrive I hear you cry! Well, the computer could translate the Super NES language to Megadrive language like it might translate German into English.
*Power Boff, School of Dire*
*YOB:Cor! With your brains and clever mathematics, you should be the next chancellor of the exchequer.*

▲ **Pete Parr rides again. But he's mis-spelt Dominik's name.**

# THE VOICE OF REASON III

Dear YOB
What century does Margaret Shelly live in? Her views date back to the early Cainozic period when even dinosaurs made more sense than she did. Thinking computer games were too violent? She obviously hasn't had a look on the comic shelf in the newsagents, such comics as the Beano and the Dandy are probably just as violent. She definitely hasn't watched TV lately, even programmes on prime time are just as violent as well eg "Sylvester and Tweety Pie" and "Rainbow". Her idea of entertainment would probably be "Listen With Mother" and Gracie Fields. She is wrong to try and impose her narrow minded vies onto other people. Hitler tried this and look what happened to him. I grant her everyone should be able to express their vies openly, but when people start to enforce their views on other people it is totally wrong and dictatorial! So why not just bomb Arundel and get it over and done with.
*Ben G, Gwent*
**YOB:Lumme! Ms Shelly certainly stirred up a hornet's nest. Now she can sit on it.**

▼ ***Pete Parr again! What's going on?***




# THE NEW MIKE YARWOOD

Dear MEANish YOB
I think you are witty, bowl-shatteringly funny and, yes, mean. But, despite these fairly endearing features you still manage to be a complete four letter word head. I put this down to the constipated look on your face. You (lucky person that you are) spend your time insulting people half your age and get endless enjoyment from it also. You have all the charm and appeal of a toilet disinfectant, only thankfully we can flush that down the sewer where it belongs while you linger on like the smell of the excrement you flush with it. I am sure you clear the room faster than a Des O' Connor CD at parties.
*Poul Crawford*
**YOB:I don't care. At least my name isn't an anagram of 'draw foul crap'.**

▼ ***If I see another Pete Parr drawing next month, there'll be trouble, right!***

# HIGH SCORES

***Drip, drip, drip. Welcome to my Scores Lair. Why not stay a while? Stay forever! How unfortunate for you to have lingered on this God-forsaken page, devoid of life or fancy design (I've been complaining about the layout for months). Cast your damned eyes over the fools who have sent their names to be listed in the Book of the Dead, for their tottering pride, or horrible dishonesty. Hear their blood-curdling cries...And if you fancy a wee mention then just drop me a line to GARY HARROD'S BONDAGE GEAR DAMNATION CENTRAL, (SKY) HIGH SCORES, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.***

## MEGADRIVE:

**ALIEN 3**
5,563,310 Completed on hard without continues
Paul Buter, Maidstone, Kent.

**ALIEN STORM**
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent.

**BLOCK OUT**
263, 974, Flat Fun mode
Monique Blemond, Zwolle, Nederland.

**CALIFORNIA GAMES HALF PIPE**
53,000
Dan Towes, Gillingham, Kent
**DOUBLE HALF PIPE**
78,495
Dan and Ross Towes, Gillingham, Kent.
**FOOTBAG**
2078900 for 39 mins 51 secs
Dan Towes, Gillingham, Kent.
**DOUBLE FOOTBAG**
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent.
**SURFING 9.8 Turbo board**
Daniel Gallop, Epping, Essex.
**SKATING 9,000**
Dan Towes, Gillingham, Kent.
**BMX 134,650**
Ross Towes, Gillingham, Kent.

**CHUCK ROCK**
412, 925
Andrew D Mellor, Sandbach, Cheshire.

**COLUMNS**
20,349,622. Level 199 with 9999 Jewels.
Amanda Wills, Lowton, Warrington.

**DECAPATTACK**
Completed with 12 lives left, none lost.
Daniel Gallop, Epping, Essex.

**DESERT STRIKE**
4,780,100
Wesley Edwards, Luton, Bedfordshire.

**DICK TRACY**
365,550, Stage 6A on easy level
Dan Towes, Gillingham, Kent: YOU SAD MAN!!!

**DYNAMITE DUKE**
886,520 completed normal.
The Punster, Norwich Norfolk.

**FANTASIA**
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent.

**GAIARES**
1722188, Completed on Very Hard
Karl Barber, Redditch, Worcs.

**GHOULS 'N' GHOSTS**
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett, Co Durham.

**GOLDEN AXE**
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent.

**GOLDEN AXE 2**
987.9. Hard.
Daniel Gallop, Epping, Essex.

**GYNOUG**
3,237,580 last level
Alan Gaunt, Birstall, W.Yorks.

**HELLFIRE**
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent.

**JOHN MADDEN '92**
237-0. Redskins vs Eagles, five minutes each quarter
Alan Gaunt, Birstall, W Yorks.

**LOTUS TURBO CHALLENGE**
81,957,628 photo supplied
James nadin, Rotheram, Yorks.

**MEGALOMANIA**
Epoch 6 completed
Gus, MEAN MACHINES.

**MERCS ORIGINAL**
1,107,150
Ben Harrison, Tintwistle, Derbyshire
No bonus points for home town.
**ARCADE**
1,407,500
Neil Kendall, Birkenhead, Merseyside.

**MICKEY MOUSE**
1,254,700, completed on hard mode.
Dan Towes, Gillingham, Kent

**MIDNIGHT RESISTANCE**
2,104,100, completed on Normal level
Dan Towes, Gillingham, Kent

**NHLPA HOCKEY '93**
Chicago 42, Los Angeles 1. 20 minute periods, crowd level of 191.
daniel Gallop, Epping, Essex.

**OLYMPIC GOLD**
Sprinting: 10.02 seconds
Hurdles: 13.32 seconds
Swimming: 1:45.4 minutes
Archery: 166 points
Pole Vault: ? meters
Hammer: 81.05 meters
The Punster, Norwich, Norfolk.
'Punster' smashes the records — with added arrogance!

**PGA TOUR GOLF**
TPC at Sawgrass: 10 first round.
James Pretty, Hammersmith, London.

**PITFIGHTER**
1,821,480 completed
Steven Wilson, Llandegfan, Anglesey

**PREDATOR 2**
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex.

**QUACKSHOT**
1,268,000 completed with 39 lives
Amanda Louise Wylde, Milton Keynes, Bucks.
Double-barrelled name — and score!

**REVENGE OF SHINOBI**
1,255,200
Lee Harrison, Kings Lynn, Norfolk.

**ROAD RASH**
£49, 510, 120 completed
James Pretty, Hammersmith, London.

**ROBOCOD**
12,468,200 Completed
Wesley Edwards, Luton, Bedfordshire.

**SONIC THE HEDGEHOG**
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent.

**SONIC II**
1,284,320. Completed using Sonic
Dan Towes, Gillingham, Kent.

**SPEEDBALL II**
774 -20, Brutal deluxe vs Super Nashwan.
Mark Woolf, Milton Keynes.

**SPIDERMAN**
175,000 Nightmare level
Chris Collins, Cheadle, Cheshire.

**STREETS OF RAGE**
1, 800,256
Mark Davies, Bishops Stortford, Herts.

**SUPER MONACO GP**
144 drivers points.
Luke Thompson, Augustus, Inverness-shire.

**SUPER OFF ROAD**
2,220,000
James Owens, Exeter, Devon.

**TAZMANIA**
7,437,810
Bart-Martijn Van Der Putt, Netherlands.

**TECMO WORLD CUP**
24 - 0. Exhibition Match.
Richard Bentley, Keighley, W Yorks.

**THUNDERFORCE IV**
3,624,760, normal level.
James Nadin, Rotherham, Yorks.

**TERMINATOR**
302,510 completed
Scott Mixter, Tranent, East Lothian

**TOE JAM AND EARL**
1,495, completed with Earl
James Owens, Exter, Devon.

**WARDNER SPECIAL**
471,900, completed without using a credit
Dan Towes, Gillingham, Kent.

**WHIP RUSH**
1,561,400, completed in 42 minutes on Hard level with 6 men left
John T Fawcett, Blackhill Consett, Co Durham.

**WORLD OF ILLUSION**
20 Tries left and seven cards. Completed with Donald Duck.
Jonathan Jones, Poole.

## MASTER SYSTEM:

**ASTERIX**
514, 400 completed without continues
Richard 'Musk' Musgrave, Dromara, Dromore.

**ACTION FIGHTER**
1,250,550, completed
Christopher Clarie, Wigan, Lancs.

**ALEX KIDD IN MIRACLE WORLD**
93,600 completed
Paul McCambridge, Co Antrim.

**ALIEN III**
45, 570
Chris Dow, Moray, Scotland.

**CALIFORNIA GAMES HALF PIPE**
31,600
Paul McCambridge, Co Antrim.
**FOOTBAG**
65, 760
Scott Tilley, Spalding, Lincs.
**FLYING DISK**
1600
Paul McCambridge, Co Antrim.
**SURFING**
9.2
Scott Tilley, Spalding, Lincs.
**SKATING**
4680
Paul McCambridge, Co Antrim.
**BMX**
101,000
Paul McCambridge, Co Antrim.

**LUCKY DIME CAPER**
543,050 completed
Tim Mason, Sittingbourne, Kent.

**MERCS**
229700
Tony Payne, Bedford.

**MICKEY MOUSE**
96,530 completed
Abdul Hoque, Birmingham.

**R-TYPE**
185900
Chris Dow, Moray, Scotland.

**SHINOBI**
737,750
James Bailey,Southampton, Hants.

**SONIC THE HEDGEHOG**
877900 completed with 6 gems
John Burnett, Avon.

**SONIC II**
1, 005, 300.
Richard 'Musk' Musgrave, Dromara, Dromore.

**STRIDER**
22,000
Paul McCambridge, Co Antrim.
First appearance of Capcom's old hero, courtesy of Paul.

**SUPER KICK-OFF**
33-6, international
Chris Cooper, Chesterfield, Derbys.

**TAZMANIA**
153,000 completed
David Camp, Cambridge.

**XENON 2**
19,960
Maurice Briggs, Norwich, Norfolk.

## GAME GEAR:

**COLUMNS**
4,709,000 - and only stopped because his tea was ready!
James Dore, Ilford, Essex.

**GG SHINOBI**
109,800
Leo Nwoye, Brockley, London.

**HALLEY WARS**
77,360
Keir Martin, Clapton, London.
Good to see some shooters scored on the GG.

**MAPPY**
287,860, level 58
Paul Haseldine, Stapleford, Notts.

**MICKEY MOUSE**
243400 completed with 18 tries left
Liam Rosher, Woodside, London.

**NINJA GAIDEN**
121,700
Keir Martin, Clapton, London

**PUTT 'N' PUTTER**
Finished in 14
Liam Rosher, Woodside, London.

**SONIC THE HEDGEHOG**
1,070,290, finished with all Jewels
Simon Johnston, Fife, Scotland.

**SONIC II**
2, 644, 972. Completed with 28 lives left and one continue.
Steven Purton, Sawbridgeworth, Herts.

**STREETS OF RAGE**
945, 1000
James Dore, Ilford, Essex.

**SUPER MONACO GP**
Completed with 90 driver's points.
David Henners, Bootle, Merseyside.

## JIMMY CHIN CORNER

**THUNDERFORCE IV**
8,130,610
Andrew Hemming, Sandown.
How are the mighty fallen — last month's lauded score is under investigation for blatant over-estimation.

## EEYORE CENTRAL

**COLUMNS 152526**
Thomas Jones, Sheffield. Which Columns? Game Gear? Doric? Newspaper? Nelson's?

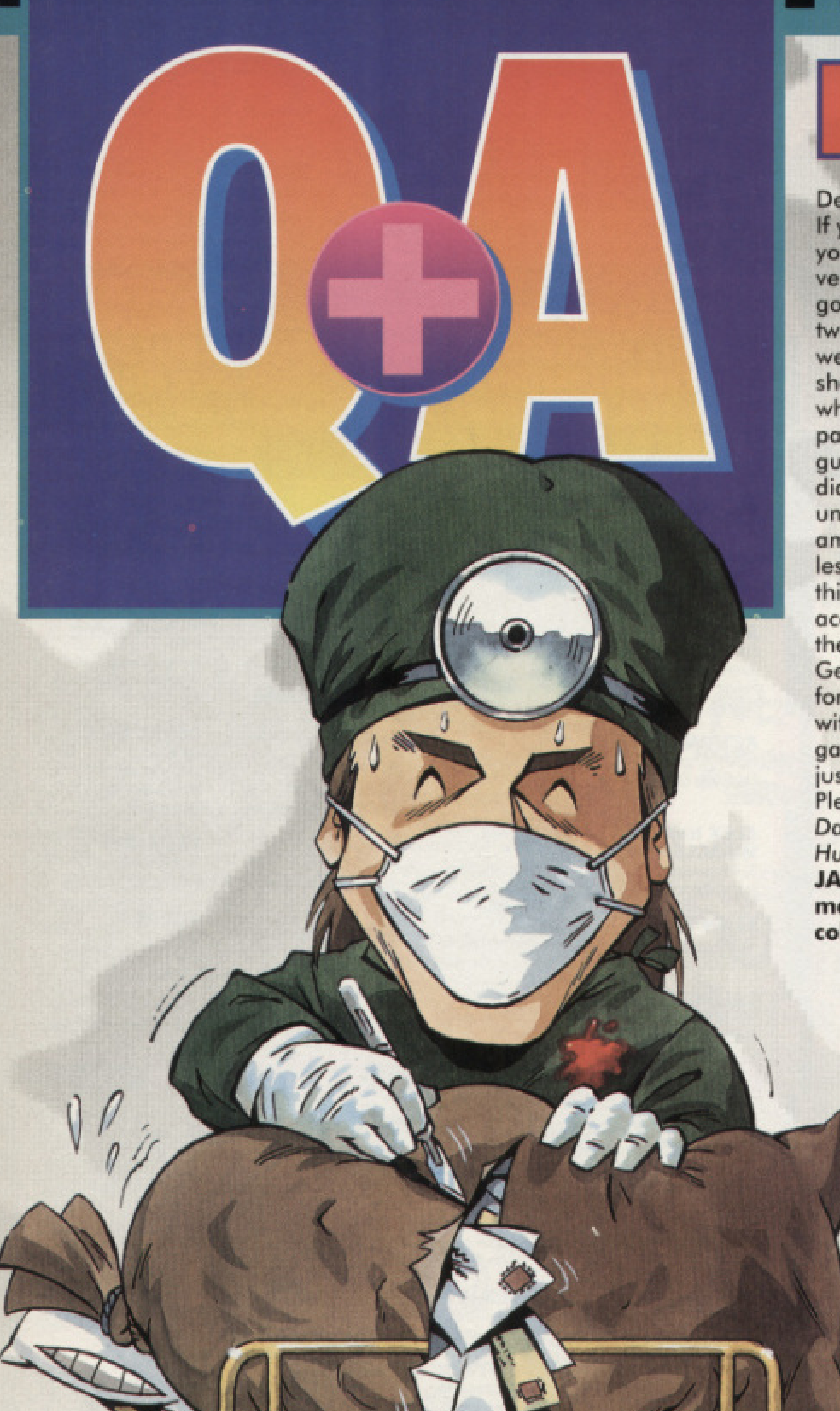
**THUNDERFORCE IV 638,750**
Ian Harper. Not so much the mediocre score as the jaw-droppingly bad 'map' supplied with it.

## UGLY COUPON

***To save all your Mammy's envelopes and Basildon Bond, just fill your scores in on this coupon:***

NAME:. . . . . . . . . . . . . . . . . . . .
ADDRESS:. . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . .
GAME 1:. . . . . . . . . . . . . . . . . . .
SCORE: . . . . . . . . . . . . . . . . . . .
GAME 2:. . . . . . . . . . . . . . . . . . .
SCORE:. . . . . . . . . . . . . . . . . . .
GAME 3 . . . . . . . . . . . . . . . . . . .
SCORE:. . . . . . . . . . . . . . . . . . .
SYSTEM:. . . . . . . . . . . . . . . . . . .

# Q+A



Still frozen from his trip to meet the real Ecco the dolphin, Jaz has been wheeled in to answer all your questions. His fingers are still blue, so forgive the odd typing mistake and just revel in the sheer accuracy of his question-answering abilities. If you've got anything you need to know, send your queries off to: THE TOAD SAID FOR FROG'S SAKE GET THAT FIR CONE OFF ME Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

## BERONKO

Dear Jaz-mania
If you would give me a printlet of your noble advice I would be very, very grateful. At Christmas I got a Megadrive with Sonic and two control pads. When my mum went to buy me the Megadrive, she asked for the latest pack which is of course the MD, two pads, Sonic 2 and the Menacer gun. Unfortunately, my mum didn't know this so she was ungraciously ripped off. So now I am Sonic 2-less and Menacer less. What I would like know is this. Should I start saving for the accessories such as the Menacer, the MS convertor and the Game Genie, or should I begin to save for more games? I might end up with loads of equipment and no games. Should I get games and just one accessory? Which one? Please help!
*Dave Wright, Grimsby, Humberside*

**JAZ:It seems fairly obvious to me that you should build up a collection of games first. Otherwise you'll end up with an entertainment system that's all hardware and no software. Doh!**





▲ *My, what an interesting looking screenshot. Mmm!*

## TRRIKITA

Dear Jazza
I am a Megadrive owner and could you please answer my questions.
1. Will there be a Sonic 3?
2. When will Amazing Tennis and Agassi Tennis be released?
3. Is Thunderforce IV better than Biohazard battle?
4. Is Lemmings any good?
Thanks a lot and keep up the good work?
*Rory James, Radyr, Cardiff*

**JAZ: 1. Will the Sun rise tomorrow? 2. Hopefully within the next few months - keep watching the magazine. 3. No. 4. Yes.**

## SHANU-SHANU

SEGA™

Dear Jaz
I am a professional designer who wishes to contact Sega Europe in the hope that I can offer my services. I would be grateful if you could supply me with a contact name and address for Sega Europe in this country.
*Gary Wilmot, Twyford, Berkshire*

**JAZ: The address is: 16 Portland Road, London, W11 4LA. If I wanted to be a games designer, personally I'd contact software development houses like Virgin Games, US Gold or Ocean - they're the people who actually make the games. Sega simply distribute them.**

# SPANNA

Dear Jazza
May I congratulate you on such an excellent mag. I have a few questions for you.
1. About two years ago Sega released the Megadrive. A few months later, Nintendo released the Super NES, which was superior because better technology was available. Then we had the Mega CD, and the superior Super CD. Now there's talk of a 32-bit Sega, and Nintendo will probably announce one in the next few months which will be better. Why don't Sega wait until Nintendo release theirs, and then make a better machine?
2.Now that the Megadrive is to be revamped will the old Megadrive fit on the new Mega CD and vice versa?
3. Did you see the new VR programme called Cyberzone, and what did you think of it. I thought it was pretty pathetic.
4. How do you connect your Megadrive up to a stereo? Does the Hi-fi have to have an import socket at the back. How much will the leads cost, and where can I get them?
*Peter Gowland, Billingham, Cleveland*
**JAZ:1. Because they don't want people to wait for new technology. If Sega had decided to wait for Nintendo to make the first move in the 16-bit console marketplace, we'd only just see the Megadrive being launched now. Are you telling me you would have preferred to play Master System games for the last two years while you waited for a better Megadrive? 2. Of course. 3. I thought it was quite a laugh. I just wish they'd let me on it - I'd spank the system good and proper! 4. Check to see whether your hi-fi has an auxiliary input and see what socket it has. Pop down to your local Tandy store and buy a lead that has a stereo 3.5 mm jackplug one end and the input connectors that fit your hi-fi at the other. It should only cost a couple of quid.**

# MASTA TRIK

Dear Jaz
Hello to everyone at your ace magazine. I recently bought NMS issue four with the CD, and wondered if you might do a music CD with a compilation of Yuzo Koshiro's music from Shinobi and Streets of Rage 2, as he's fab?
Anyway, could you answer these question:
1. I've heard rumours of a Premier league game for the MD with big sprites, 22 teams and new moves like diving headers and scissor kicks. Are they true?
2.A shop in town has Pigskin for the MD. Is it anything like the arcade and so worth buying?
3. Have you heard all the news about games prices for Sega and Nintendo having to be reduced to £18? If this happens my dad says the quality of games will deteriorate, do you agree?
PS I reckon my dad's so good at Dragon's Fury, he'd kick ass with you all.
*Martin Holden, Blackburn, Lancashire*
**JAZ:1. Not that I know of. 2. No. 3. Spin-n-n-n-n-n-n.**

# VERITAMA

Dear Jaz
I want to try and program a short cheap game, could you help me?
1. What computer and programs are the best for programming a game?
2. What computer is cheapest for programming?
3. How many frames of animation do you need for each move?
*Matthew Porter, Clonbeg, Co Donegal*
**JAZ:1/2. Amiga or PC. 3. There are no hard and fast rules - whatever it takes to look good.**

# STONKOLA

Dear Jaz
I have never bought a sports game in my life, just platform and action games. Now that I'm starting to like sports games, would you please answer my questions?
1. Is there going to be any basketball games for the Game Gear? If so, what and when will they be released?
2.What do you think of Jeniffer Capriati's Tennis? Is it as good as Super Tennis on the SNES?
3. Will Amazing Tennis be good and when will it be released?
4. When Hit The Ice is released, will it be better EA and NHLPA Hockey?
5. When will Fatal Fury, Turtles and Sunset Riders be released?
*Jo Perera, Berkhamstead*
**JAZ:1. There are none planned at present. 2. It's okay, but nowhere near as good as Super Tennis. 3. Should be - we'll let you know. 4. I doubt it. 5. Within the next two months.**

▲ *Something you don't often see on our roads.*

# ZADIZAR

Dear Jaz
Please could you advise me on when the following games are coming out for the Megadrive.
1. Mortal Kombat
2. Star Wars
3. Karate Blazers
*Simon Horrison, Worthing, W Sussex*
**JAZ:1/2. Summer. 3. God knows.**

# YURITA-KA

Dear Jazza
First of all, I'll say how chillin' your mag is since it's gone 'Sega'. I would like to know when my Gran goes on holiday to America and buys me Ecco and World of Illusion, will I need a US convertor to play these totally amazing games on my Megadrive? Please tell me if the Menacer is worth getting.
*Steve Davis, Yate, Avon*
**JAZ: Ecco works fine, but I'm not sure whether World of Illusion is chiplocked.**

▲ *I think I've got something on my fin. Can you see it?*

# KEITH

Dear Jaz
Please answer these questions, I will be very grateful if you do.
1. Will there ever be an Action Replay or Game Genie on the Game Gear?
2. Will Alien 3 or Afterburner ever go on Game Gear, and when?
3. Is Taz- Mania any good on the Game Gear?
4. Are there going to be any sub-marine games on GG?
5. Is Back to the Future III coming out on Game Gear? If not, is it any good using the Master Gear convertor?
*Dominic Ross, Cobham, Surrey*
**JAZ:1. Apparently there's one in development - although it's only a rumour at present 2. Why do you want Afterburner when G-Loc is already available on Game Gear? Alien 3 is in the pipeline. 3. Yeah, it's great (apart from the music, which is well sad). 4. No. 5. No and definitely no.**

# BARREN TOM-TOM

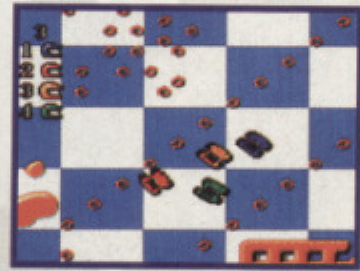
Dear Jaz
Just one question — I've got forty quid and a Master System: what's the best game I can buy?
*Alex Killick, ?*
**JAZ: Super Kick Off, Wonderboy III, Sonic II... check out the index and see for yourself!**

# SPANKA

Dear Jaz
I own a Game Gear and in April I am going to America. Could you please answer these related questions.
1. Will American games for the Game Gear work on my English Game Gear?
2. If not, can I get a device that will make them work?
*Christopher Reed, Wolverhampton*
**JAZ: Yes.**

# LON KIN DOH





Dear Jaz
With a new look Megadrive to be released, will there be any problem running old MD carts, or will the port be the same?
2. I am looking for a decent race game, and was thinking about Micro Machines. Is it worth it?
3. Is Another World a worthwhile investment on the MD?
*Josh Robertson, BOA*
**JAZ: 1. It'll be exactly the same. 2. Howsabout Road Rash II? 3. I'd wait for Flashback to be honest.**

# VON DEK

Dear Jaz
I am a Game Gear owner and wondered if you could answer these crucial questions for me?
1. Will Lemmings 2 be coming out soon? When will it be available for the Game Gear?
2. Is Klax any good for the Game Gear?
3. What is the best between Wonderboy, Wonderboy and the Dragon's Trap or Dancon's Revenge?
4. Is there going to be a convertor for the Game Gear that allows you to play Megadrive games?
*Jacqueline Harper, Perth*
**JAZ: 1. No. 2. Apparently it's very good, but I haven't played it yet. 3. Wonderboy III is mega-skill. 4. Absolutely not.**




***That's it! I've had just about all I'm going to take from you. I'm off!***

# HORRA-HORRA

Dear Jazzamoso
I've got a few questions involving the prices of cartridges. The other day I heard that the 'Monopolies Commission', who ever they are, are taking Sega and Nintendo to court, saying they charge too much for their carts.
1. Is this true?
2. If the commission win will the price of carts go down?
3. Apparently, it only costs about £10 to make a cart, is this true?
4. I was told if you file away the sides of your cartridge slot, you can put Japanese carts on the Megadrive, if this works should I risk it?
5. I hope you print my letter since I think you're doing a wicked job with both mags. How about a full game map every couple of months?
*Simon Lee, Leigh-on-Sea, Essex*
**JAZ: 1. They're investigating them at the moment. Whether or not it'll go to court is another thing entirely. 2. Not necessarily. 3. Yes - and sometimes some more. 4. It's up to you - if you do you invalidate your warranty. The safest thing to do is buy a converter. 5. Oh, alright.**

# ZAN FROK

Dear Jazza
I hope you could use some of your astounding knowledge that evolved from your original IQ of 60 to answer my questions concerning Master System 2 games, and the 64K machine itself.
1. Why do Sega make the MS2 with plastic feet which skid all over the place? Would it not be easier to have rubber ones which stay put?
2. Is Tom and Jerry and good on the MS2? (don't say look in the game index, because it's not there).
3. Why do Sega make the cart cases about three times the size of the cart inside?
4. Why don't you put ads at the back of the mag, so that people who are not interested in them don't have to look at them? If you must paste them all through the mag, why don't you put one page of ads after each review?
*Nerd Gibbon Person, Pratland*
**JAZ: 1. The same reason why you wear nylon pants that you skid all over the place. 2. No, it's a bag of cack. 3. The same reason that your brain is the third the size of your head. 4. Specifically to make your life a misery, you sad, retarded nerk.**

# PING SA

Dear Jaz
I have some questions I would like answered.
1. A friend at school said to me that Sega Power have revealed Sega's plans for Master System and Game Gear Streetfighter II. Is he telling porkies or has Sega Power got their facts mixed up?
2. I was very put out when US Gold announced they were scrapping The Godfather on the Master System Why?
3. Are there any decent beat 'em ups lined up for the Master System?
Your mag is great, keep it up. Unfortunately there's a kid at our school who wears shell suits and has a bowl cut. His favourite game is Olympic Gold and he buys every game you rate under 50%. If you do another video, put some Master System stuff in it.
*An only just surviving Master System owner, Beaconsfield*
**JAZ: 1. We have no facts to substantiate that rumour. Don't believe anything until we tell you. 2. Because it was a complete and utter pile of crap. 3. Not at present.**

# BANA MORA

Dear Jazza
Please could you answer these five humble questions.
1. Have you heard anything regarding that fab cart Desert Strike set to be released on the Master System?
2. What is the best beat 'em up on the Master System?
3. What do you think of these games for the Master System: Alien 3, Choplifter, Black belt, Ghouls and Ghosts and Power Strike?
4. I have heard rumours that there will be an R-Type 2 for the Master System. Is this true?
5. In a magazine I saw the new Game Boy-like console called the Supervision Handheld made by Quickshot. What do you think of this?
*Tom Birkin, Welwyn Garden, Herts*
**JAZ:1. As soon as we have any info, we'll print it. 2. Ninja Gaiden. 3. Good, brill, okay, ho-hum and excellent. 4. No. 5. About as appealing as a pair of pants.**



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Tips today eh? They just don't know they're born. In my day there were none of this "Here's the codes for the first three levels of Ecco" or "Here's how to defeat the first end-of-level boss on Death Mutant Kill Frenzy — just dodge the bullets and shoot it basically". No, when I were a lad we had real tips, tips that hopped forty miles to school every morning on one toe and crawled back using their eyebrows before working twenty-nine hours down t' pit — and they were grateful for it! So if you've got any proper good old-fashioned tips on any of the latest games, none of your namby-pamby Sonic I level selects mind, proper tips that have never seen a banana and bathe in tin tubs, send them into MEAN MACHINES SEGA at this address —

EEH, THEM NEW TEN PEES ARE TOO FIDDLY TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And you could leave your front door open in them days too.



# ECCO

Eeh, you youngsters. In my day dolphins were minced up into cans of tuna and eaten, not immortalised in these computer game-type things. Mind, this Ecco seems to be giving a few people out there a bit of bother. See? This is what happens with dolphins. Give 'em an inch and they take a mile, you mark my words. Still we thought we'd follow up last month's Ecco Mega-Guide with still more ways to lie and cheat your way through to the end. You youngsters!

Of course, we printed the first eight level codes back in the old days, but that nice Jamie Griffiths or Ebbw Vale, Gwent has sent us the codes right the way up to level 21. Shame he's not as good as the classic players we had in my day and age and he couldn't complete it.

LEVEL 9: ONPHNOFD
LEVEL 10: UPBLKOFY
LEVEL 11: TPOSKOFR
LEVEL 12: ACNWMOFQ
LEVEL 13: NEJZMOFE
LEVEL 14: XBYRMOFS
LEVEL 15: HRDDNOFK
LEVEL 16: BKUGQLFR
LEVEL 17: FBPKQLFL
LEVEL 18: CJIOQLFN
LEVEL 19: CUBSQLFU
LEVEL 20: PZMTVLML
LEVEL 21: UXAMZIMW

The chirpy Welsh blighter has also sent us a cheat for infinite energy and air, just like we did in the blitz. Once you've completed level one and the password screen for the next level is on, hold down START and button A. Once the playing screen returns the game should be paused with Ecco on-screen. Press START to unpause the game and hey presto! Infinite dolphindom is yours.

Of course, a lot of gamers aren't as young as they used to be and can't stand this horrible "pop music" — there's never a tune you can whistle you know. So it was very nice of that helpful boy scout, Timothy Piper, to send in a cheat to make Ecco a more sedate, quieter game. Pause the game, he says, and press A, B and C together. Once you restart the game, the music should have stopped and the enemies will move slower. What a blessing, what with me lumbago and everything.

These modern password things are a bit of a mither aren't they? But still, they're handy for when it comes to cheating. Try entering SHARKFIN at the start of the game and you'll be transported to the Lagoon level. You'll also have no air bar to worry about, which is nice because I keep forgetting things like breathing, me. You'll also be able to destroy enemies with your sonar by pressing button A straight after button B, so there's none of this charging around business.

Of course, there's always this alternative cheat from Martin Hill. Type in STARFISH on the password screen and press START to commence the game at the Undercaves with infinite oxygen. Mind you, he didn't put his address on the letter. If I'd have done that when I were a lad I would have been horse-whipped to within an inch of me life, and I would have been grateful for it too.

However, for the ultimate Ecco cheat, follow this advice. On that new-fangled level description screen, press A, B, C and START down simultaneously. Now you'll have infinite energy AND air! What's more this works on every single level.

# THUNDERFORCE IV

Eeh, all this shooting reminds of when I were a nipper, scavenging through the burnt out wrecks of me mates' houses for shrapnel and bits of bodies for me collection. Of course it's all peace and harmony now, isn't it. I don't know, these new-fangled Prime Ministers just don't know how good a nice war is for national morale. Speaking of treaties, young William Habels from Maastricht has found a cheeky little cheat for that top quality shoot 'em up Thunderforce IV. Simply go to the configuration screen and choose your ship stock as zero. Now when you start the game, instead of having only one life you are granted free run of 99! Good job they don't ration space ships anymore.

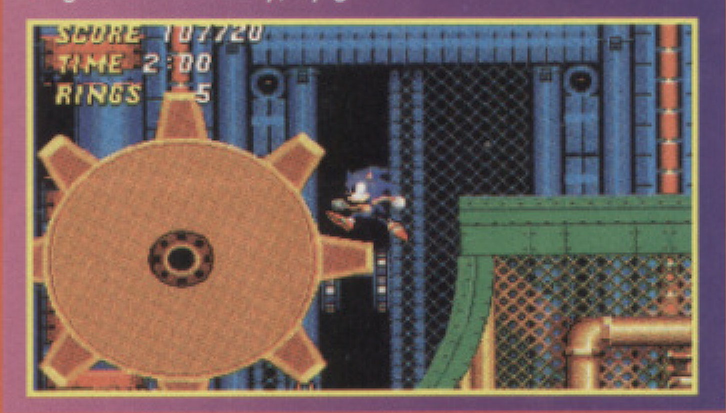


David Rodgers, who's forgotten to put his address down, this dizzy boy, has got another cheat for Thunderforce IV. Pause the game and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP and B. Quickly pressing UP after you've done this grants you all the weapons. And also, if you press RIGHT you'll get a claw power-up too. Eeh, Mr Churchill was a lovely man.

# SONIC THE HEDGEHOG 2

I remember the hedgehogs we used to have when I were your age. Lovely little green furry things they were, not like these big blue spiky ones you get nowadays. And Wagon Wheels were bigger. Still, that Sonic seems to be quite a popular chap, and no doubt some of you whippersnappers out there will be pleased to see the following tip.

Matthew Parker from Hamleys Computer Department has found a way to skip levels through using the sound test. Eeh, that music. You can't hear the owrds, you know. Anyway, select tune 19, then tune 65, followed by tune 09 and finally tune 17. Then press A and hold START for a full level select. A bit like that one we printed last month, except this'un works and it's not for the first game. Kids today, by gum.




# ALIEN 3

Eeh, there were none of these extra-curriculums and ELOs in my day. If I'd have claimed to have seen a little green man I'd have been thrown into a rat-infested looney bin — and I'd have been grateful for it. Nowadays everyone's an alien expert, just like Christopher Ferguson from South Shields, Tyne and Wear. He reckons that if you access the options screen, plug the joypad into port 2 and press C, UP, RIGHT, DOWN, LEFT A, RIGHT and then DOWN you'll hear a power-up sound. This means when you start the game you'll be able to skip levels by pausing the game and pressing C, A and B before unpausing.



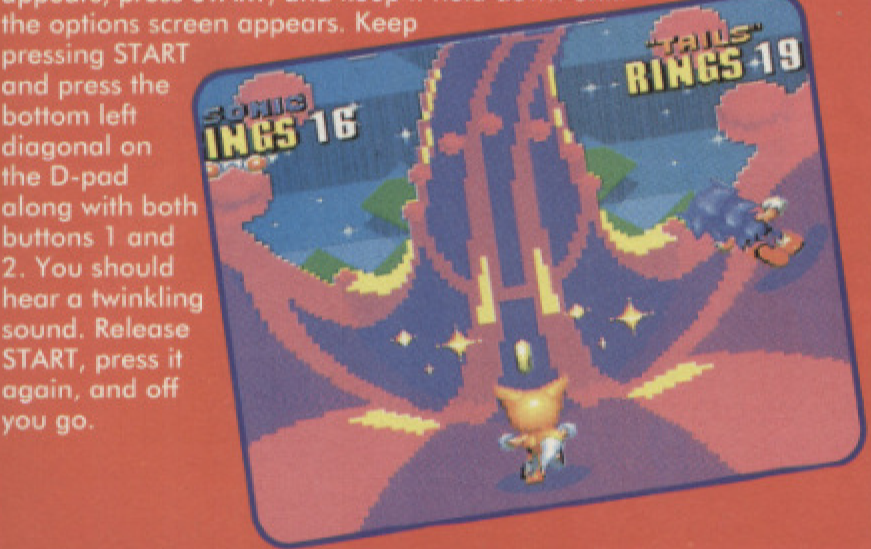
## STREETS OF RAGE 2

By heck, it's only been in the shops five minutes and Jeff Peace (one of them long-haired hippos no doubt) from Honiton In Devon has already found a cheat for it. First of all press START on the joypad in port one. Now, using the joypad in port 2, go to the options screen. Press and hold button A on joypad two, then, whilst still pressing button A, press and hold button B. Now, still pressing both buttons, press and hold START. You should now be able to select the level you wish to start on, and bump your lives total up to a maximum of nine!



# SONIC 2

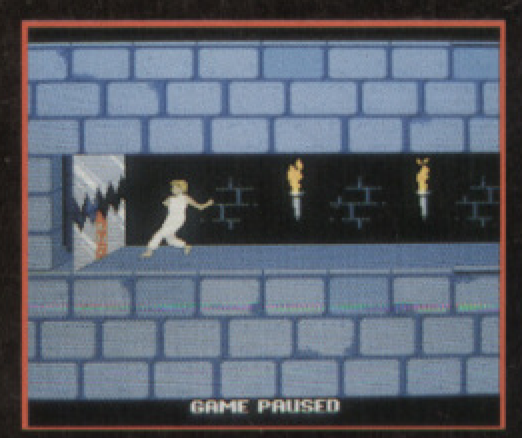
By gum, I remember when a computer as powerful as a Game Gear took up a full twenty storey building and ran on coal. Eeh, them were t' days. Now it's all portable colour LSD screens and hedgehogs. Mind you, at least they've got some decent tips as were brought up, not dragged up. Take this Sonic 2 level select cheat, as sent in by Jimmy O'Beirne of Ealing, London. When the opening screen appears, press START, and keep it held down until the options screen appears. Keep pressing START and press the bottom left diagonal on the D-pad along with both buttons 1 and 2. You should hear a twinkling sound. Release START, press it again, and off you go.




# PRINCE OF PERSIA

Isn't that Prince Edward a lovely young fellow? Not like this foreign chap, running around the palace in flouncy blouses searching desperately for a woman. You'd never catch our Prince Edward doing that. Then again... Well any road, Christian and Kirsten Thomas from West Dulwich, London, have sent in all the codes you need to reach the last level of this game.

LEVEL 2: DHJFCK
LEVEL 3: FHKHDG
LEVEL 4: IJFJFU
LEVEL 5: JIMJFB
LEVEL 6: IGGHDO
LEVEL 7: HECFED
LEVEL 8: LGMIEZ
LEVEL 9: PJMLHM
LEVEL 10: KDEFBH
LEVEL 11: KCIFBC
LEVEL 12: RHKLGJ
FINAL LEVEL: RELJED



*Here it is! Other mags may not have even got around to reviewing Streets of Rage II yet and MEAN MACHINES SEGA has the complete level-by-level solution. Good eh? Well, you've got our Rich to thank for it. Hurrah!*

# STREETS OF RAGE

## THE CHARACTERS










### MAX

Max is the slowest of the fighters in the game, but his attacks are easily the most powerful in the game. Mastering his power slams and suchlike are the key to mastering the game with this character.

### AXEL

Although not the fastest by any means, many players view Axel as the best character in the game. His back attack (B and C together) is the best out of the lot and his dragon punches are exceptionally powerful.

### BLAZE

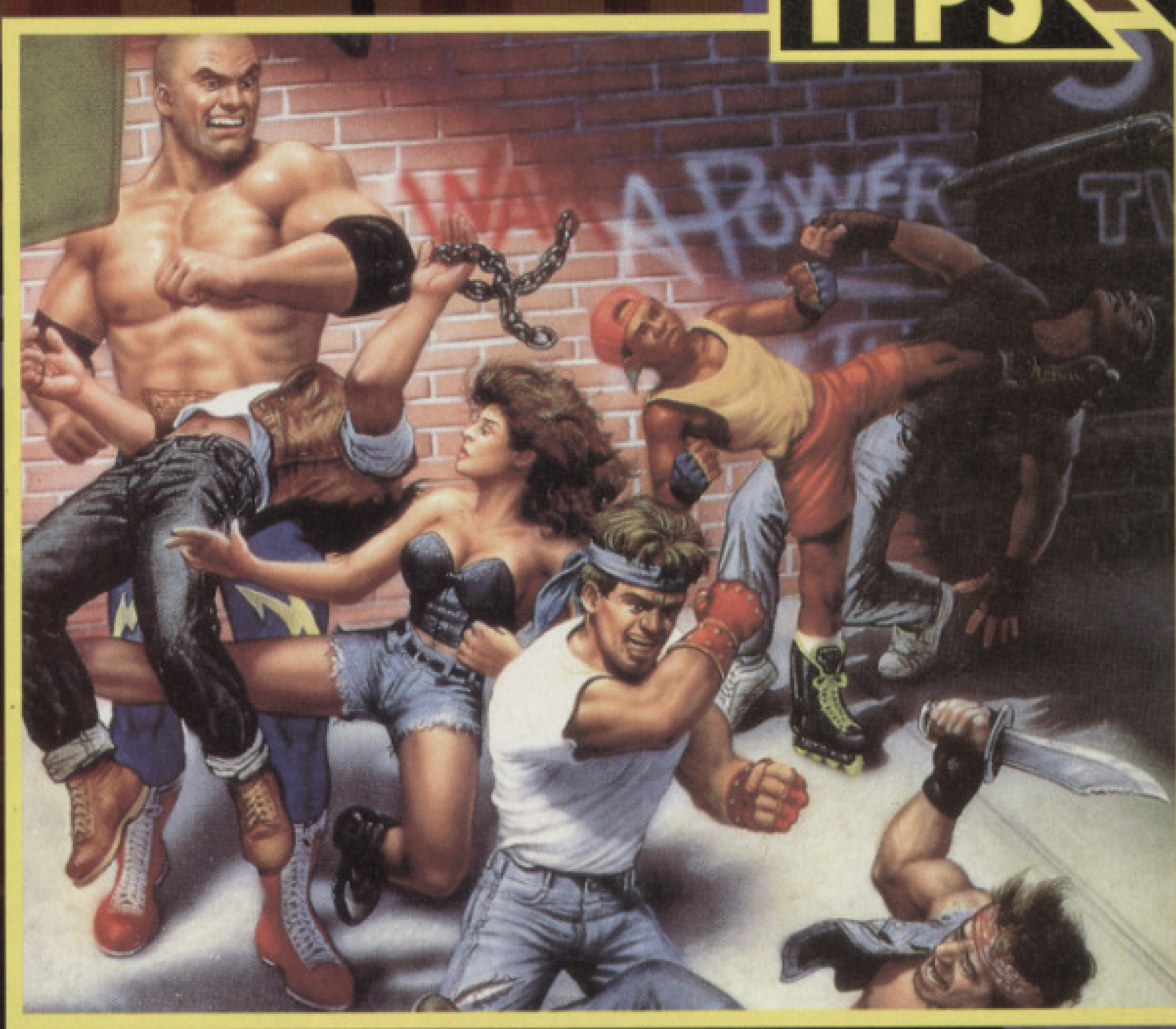
Blaze is the standard character in Streets of Rage II, average in every single category. Her back attacks aren't very good, but her range of special moves is second only to Skate. A good first choice.

## GENERAL TIPS

**1**. If you're just strutting the streets doing nothing in particular, press and hold down B to utilise the power move. This delivers a far more powerful punch. Indeed, in Max's case it totally destroys the minor meanies with one attack!
**2**. Press B and C to throw your weapon. This doesn't just apply to the knives. Pipes, swords can be thrown too.
**3**. Initiate attacks on medium-size meanies by jumping at them, pressing DOWN and B. Each character has a special move that stuns the meanie on contact. What's more, it's a very quick attack that can be followed up as soon as you land.
**4**. Save your chickens! If you smash a container that has tasty poultry contained therein, don't eat it until the last possible moment. That way, you're effectively extending your energy bar.
**5**. Weapons are heavy! So, remember that characters like Axel and (especially) Max can swing weapons a lot quicker than the weedy Skate.










## SKATE

Skate is the flashiest character in the game, boasting the biggest range of special attacks in the game. His back attack is also by far the most powerful in the game. Although he isn't very strong, the technique of his attacks more than makes up for it.




## SOYA JACK

This knife-wielding maniac is disposed of by approaching from around him rather than straight at him from the side. Watch out his lunging knife attack, and if he's far off, keep out of his line of knife fire.





## ELECTRA, METAL M, ENOLA

Her electro-whip isn't activated on level one, but is still pretty painful. Approach from above or below and use grabbing attacks. That way, you avoid her flying kicks and the whip!



## BARBON

Flying kicks are very effective against Barbon, but grabbing attacks aren't so effective on the higher difficulty levels. Skate and Axel's back attacks are very effective too. Don't stay in one place or you'll get a kick to the mid-region.



# STREETS OF RAGE II





## OEHELITS

A simple range of special attacks and flying kicks is enough to dispose of this sad boss.

# THE BIKERS!

On their bikes, Storm, Gale, Calm, Fog et al can be very difficult to injure. Well-timed flying kicks are effective against these lads, as are Skate and Axel's back attacks. Special moves aren't so hot against these guys as they take a bit to time to pull off — time you haven't got. Once they've dismounted, they're yours!

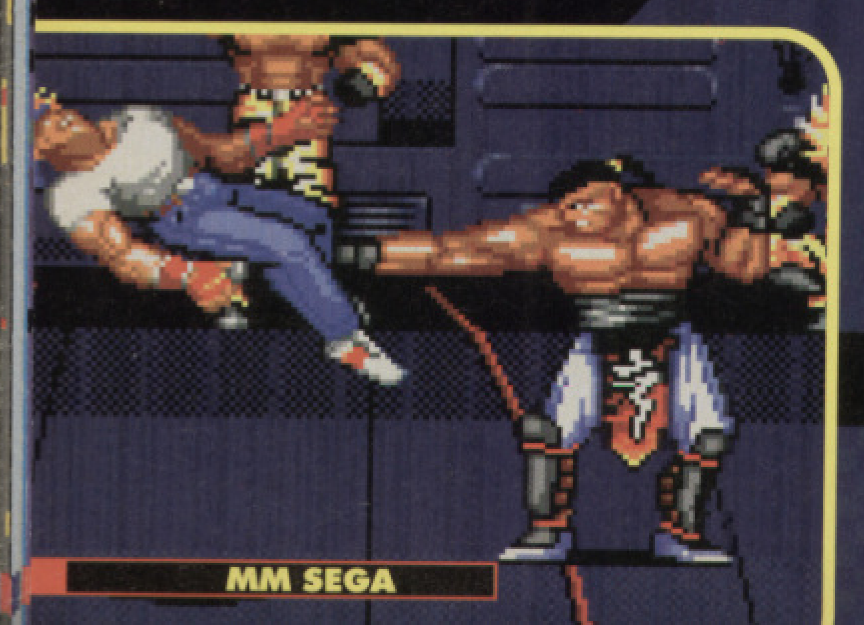
## R BEAR, BEAR JNR

Watch out for his charges — otherwise just pick up the nearest weapon and slash to your heart's content! Don't use flying kicks. Just normal punches and special attacks should do the trick.

## HAKUYO, SUZAKO, KO-SHU, BYATCKO, HAKURO, SEI-RYU

These lads are expert at flying kicks and often land on-screen from above using one of these deadly moves. Especially vulnerable to special attacks, your only worry is when more than two of these guys attack at once. Watch out for Suzako's fireball attack — attack him from above or below.





## JET, MACH, STEALTH, GRIPHIS

Beware the charging attack! You can tell when the meanie is attempting it because they fly to the top of the screen and then hold their position before pulling off the attack. Attack as soon as he comes down to your level. Special moves and flying kicks are especially effective. Attack immediately or he grabs you and slams you to the ground — causing much damage! Track his shadow to keep tabs on his position.





## BIG BEN

Get out of the way! His flaming attacks are excessively deadly, so use special attacks and flying kicks as your most effective onslaught. Also, try grabbing attacks after he's just landed from a belly flop.

## ZAMZA, NAIL

This guy is a tad more of a bother than most. His spinning razor finger-nail attack is a real pain and gets rid of tons of energy. The trick is to get a weapon and lay into him straight from the beginning, not letting up your attack. Easy. If you drop the weapon — or you don't even get one —, special attacks are the order of the day.





## ABADENE, Z KUSANO

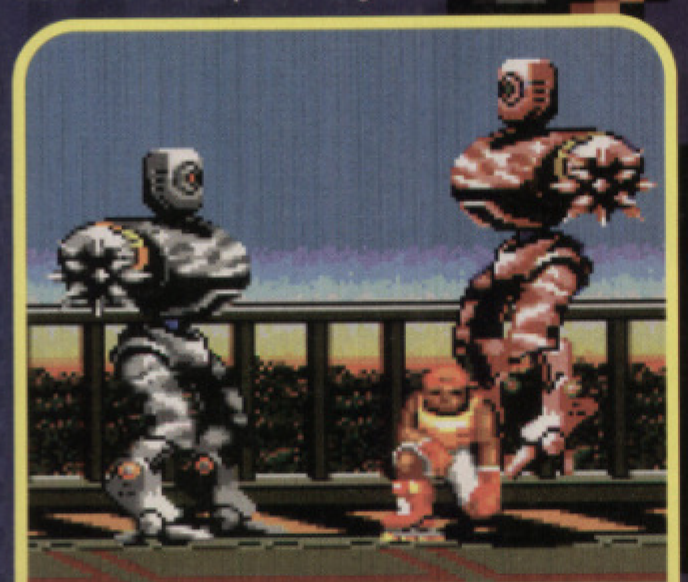
This Ultimate Warrior lookalike doesn't succumb easily to grabbing attacks. Also, if Skate uses his shoulder-head attack, he gets shrugged off with a loss of energy. The best tactic is to use ranged special attacks and back attacks. Keep him on-screen or else beware a surprise charge!

## RAVEN, PHEASANT, SWALLOW

This Thai Boxer type has a very good defence, enabling him to absorb a look of damage. Throw other meanies at him and he can't dodge the onslaught. When you first meet him, he's dead meat, but later on he attacks in packs of three — use your bloke-throwing tactic here and get those special attacks in.

## WAYNE, VULTURE

He doesn't succumb to flying kicks and tends to sneak up on you and throw you... ouch. He's quite intelligent, retreating to avoid your most devastating onslaughts. Use your ranged special attack. It doesn't require any energy and in Axel's case inflicts many hits.



## MOLECULE, PARTICLE, OXYGEN

Although these guys look fearsome, they're vulnerable to just about any kind of attack. Just keep away from them if they spin their spiky balls at you and jump away from them when their energy hits zero (they explode otherwise). Otherwise, no problem.

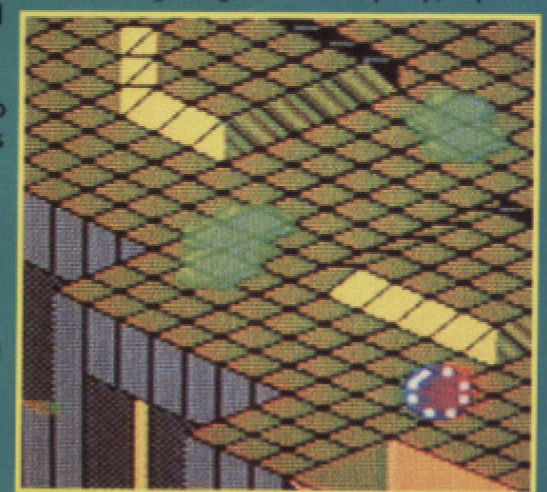
## THE END

***We've decided that we're not going to give away the end of the game — suffice to say, you're going to have to content with Mr X's massive machine gun AND his personal henchmen who's got a massive variety of special moves at his disposal!***

**MM SEGA**

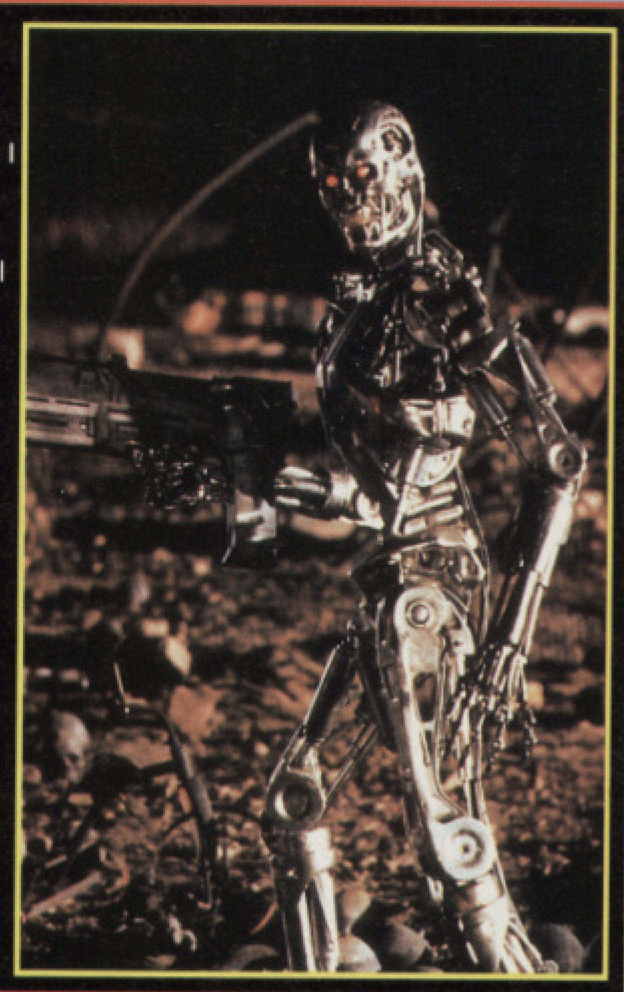
# MARBLE MADNESS

Marbles? Madness? Who says? I've still got all me own teeth and I'm as bright as new pin. Losing me marbles indeed. Eeh, you youngsters have got no respect for your elders and betters. If I'd have said that when I was your age I'd have had me head shaved and my teeth painted blue - and I'd have been grategul for it. Anyway, if you want to avoid losing your marbles, try this cheat. Go to the options screen and select Test FX 2, Test Music 5. Now go to Select Level, and lo and behold, you;ll be able to select any level you want.



## TERMINATOR

Eeh, them evil robot Terminators get everywhere now, don't they? I read in the paper they're putting a Terminator family in Brookside to make it more appealing to evil robot minorities. I don't know, they come over here, they steal our jobs, and...well, anyway here's the cheat then. On the Terminator screen, hold down button 2 and press button 1. The screen should go black for a few seconds. When it does press left, leftl up, up, right, right, down, down. Two zeros should appear on screen and the level may now be selected using left and right. This procedure also works on the Game Gear, so it's a family sized jumbo tip, perfect size for those lovely ridiculous tartan shopping bags on a trolley.





My, that Game Genie's getting a bit popular isn't it? It must be something to do with the pulcitudinous ruminosity. Luckily, we've got hold of some exclusive codes for some new games to keep all the new post-Christmas owners happy. Don't forget that even more codes are available through the Game Genie hotline on 0843 231088. And if you're adept at finding your own codes, don't forget we're offering, in conjunction with Hornby Hobbies, a free game of your choice to whoever finds the best or weirdest codes every month.

## EVANDER HOLYFIELD'S REAL DEAL BOXING

And here's me thinking Evander Holyfield's just a washed-up old ex-champ who hasn't won a fight since I were knee-high to a grasshopper, but in reality he must be a top-quality contender to get his name on this title.

Always round 1: AJWA AA64
Rounds are 1 minute long: BJWA ACFN + BJNA ACHW
Rounds are 9 minutes long: BJWA AWFN + BJNA AWHW
Rounds never end: CTRA AA2L
Set up a new career any way you want: RGKT A6VW + TCKT A4AN + TCKT A4BR




## ALIEN 3

Ooh, them pesky Aliens are back again. I bet they'll trample all over me roses.

Make gameclock run faster: D2CT CADY
Freeze game clock: AACT CA6J
Infinite ammo for machine gun: AJNA EA3R
Infinite fuel for flame-thrower: AJMA EA7C
Infinite ammo for grenade launcher: AJJT EA2J
Infinite hand grenades: AJKA EA88
Long falls do not reduce energy: AMDA CA4J
Falls into turbine fans do not reduce energy: ADEA CAGJ
Never lose radar: AJFT AA66
Infinite lives: A2EA AA8R
Ripley jumps much higher: YDXA D93N
Machine gun capacity is only 50: LBRT JAEJ
Flame-thrower capacity is only 30: GBRT JAEJ
Grenade launcher capacity is only 20: EBRT JAEN
Hand grenade capacity is only 30: GBRT JAER

## DRAGON'S FURY

I don't know, the youth of today don't know their a... er, ancient mythology. Dragons aren't *furry*, everyone knows that dragons are scaly. Eeeeeh.

Start game with only one ball: AECT BA3W
Start game with seven balls: A6CT BA3W
Start game with 25 balls: DECT BA3W
Infinite balls: REOA A6WR
Start with 0 bonus points instead of 100: AACT AAEN
Start with 1500 bonus points: B6CT AAEN
Start with bonus multiplier at 9: BECT AAE0
Bonus multiplier never resets when bonus is collected: AVPA AA8Y






1-2 PLAYERS



| | |
|---|---|
| PRICE | IMPORT |
| BY | KANEKO |
| RELEASE | OUT NOW |

## OPTIONS

CONTROL: JOY PAD
CONTINUES: 1-5
SKILL LEVELS: 8
REPONSIVESS: OKAY
GAME DIFFICULTY: MEDIUM

## 1ST DAY SCORE

COMPLETE GAME ON LEVEL1

## ORIGIN

Deadly Moves is very similar indeed to Street Fighter II, but on a smaller scale. Less characters, backdrops and moves.

## HOW TO CONTROL




A Punch

B Kick

C Jump, jump!

S Starts and pauses the game.

## HOW TO PLAY

Use your chosen character to beat the seven shades out of your opponent! The winner of each bout is decided by means of a best of three system.

# DEADLY MOVES




The general consensus between martial arts commentators around the world is that the art of fighting is fast becoming very stale, with no more room for improvement in the art of kicking the cack out of someone else. However, word soon gets out of the ultimate fighter who's spent all of his life honing his martial arts skills to the very limit.

Enter Joe, an impatient martial arts student from the USA. He hears about this mysterious fighter and figures that he can do better. But a plan of action is needed. Joe realises that he can better himself by fighting the very cream of fighters from around the world. With their skills added to his own, Joe knows he'd be able to emerge victorious from a bout with this unknown martial artist.

You are Joe and it's your job to traverse the globe, engaging in pointless fights with ten masters of the art of fighting. A basic game is split into rounds, just like Street Fighter II. The combatant for wins two rounds goes on to fight the next, even deadlier master.



## JOE (USA)

Joe's a karate, aikido and boxing champ who also fires fireballs and pulls off "Super Nova" moves to any foe who dares jump at him. Joe is the only character you can select in the one-player game.

## WARREN (Hawaii)

Once criticised for his obesity,







Warren fought back and trained to use his considerable bulk to defeat his foes. His moves (including Rolling Drop Kicks, and "Big Wednesdays" (!)) are simple, but very powerful.




## ONE/TWO-PLAYER GAME

One player can tackle the enemies, or two players can enter the Versus Mode, where they choose a character and fight each other.



## THANKS TO...

A massive "Ta!" goes out to the import specialists at Interactive Consoles of Colchester (Tel: 0206 369421), for lending us our review copy of Deadly Moves.

## GAO LUON (China)

Master of the North China fighting style, Gao Luon is very quick, overwhelming lesser opponents with his Moonsault Kick and Twin Flying Dragon techniques. A






▲ *Watch out for Buoh's deadl end shake!*

deadly fighter with powerful (and indeed Deadly) moves.

## LI YONG (Thailand)

She was born in China, and is a master (mistress?) of the same art as Gao Luon. However, she's customised her attacks, adding sophistication and even greater speed to her attacks.

## VAGNAD ROVNOSKI (Siberia)

Once a prisoner in a concentration camp, Rovnoski chose to learn a martial art rather than die from starvation like the others. Now his Double-Power Bomb and Double Arm make him a deadly foe.

## BU-OH (Japan)

Once a performer of Kabuki theatre in Japan, Bu-Oh suddenly realised that he had inherited the deadly arts of ninjitsu, kung-fu, karate, aikido, kobuda from his forefathers. Now instead of performing, Bu-Oh kills people.

## BARAKI KIMERA (Africa)

Kimera is the head of the Opa Opa tribe and member of the secret organisation "Junk" (a name to strike fear into the hearts of men, we're sure). He's also a fully qualified witch doctor. Beware his voodoo magic!

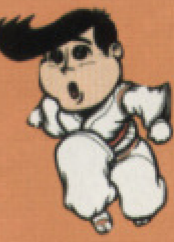
## NICK (Spain)

Also a member of "Junk", Nick was once a Matador, who ditched his spear for a knife. Using his uncanny reflexes, he now aims to prove to his "Junk" bosses that his martial arts skills make him the most feared man alive.



▲ *Help! Someone's tilted the screen!*

## COMMENT

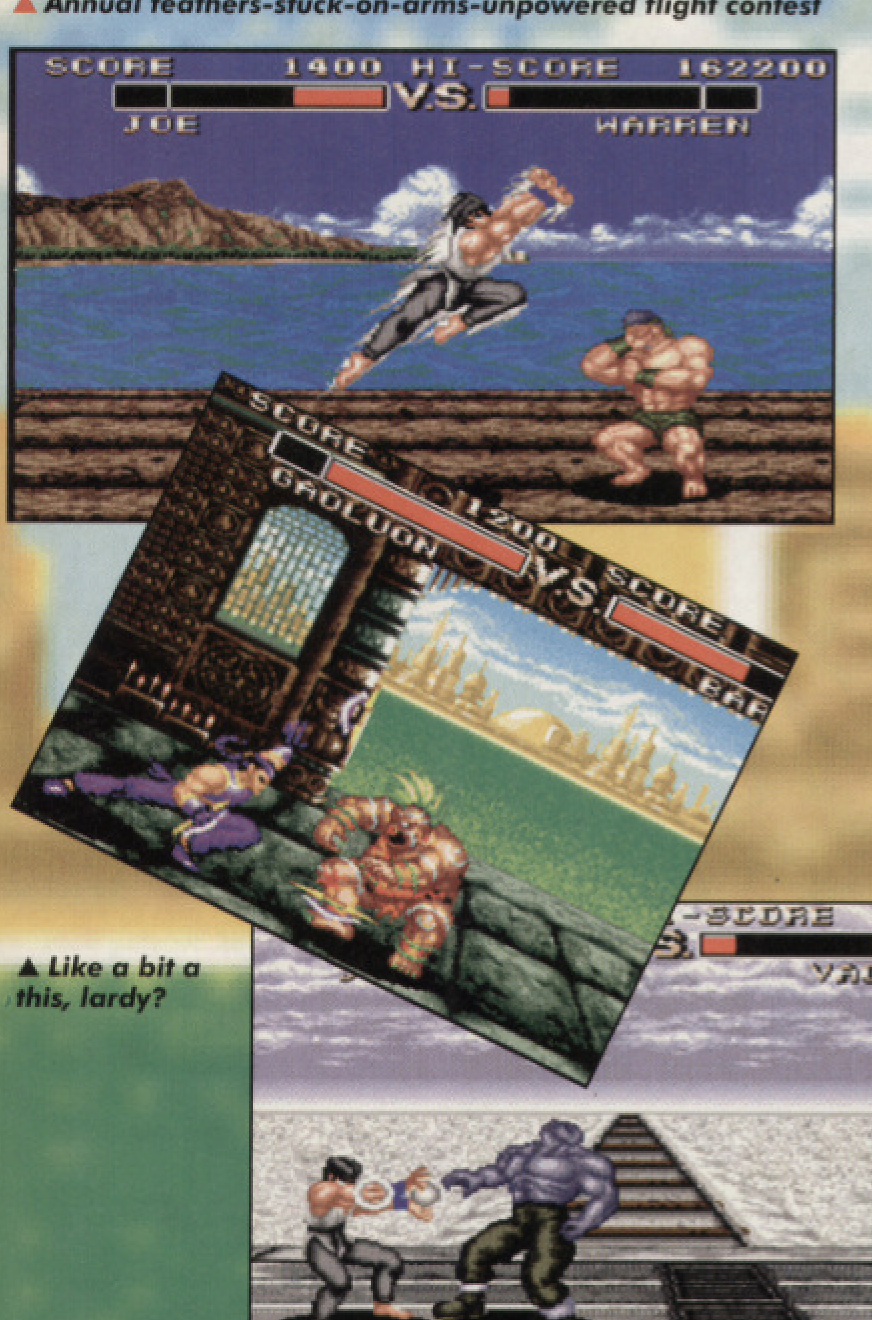


**RICH**

**Having just played the Super NES version (called Power Athlete), I'm surprised at how close the Megadrive version is! The graphics and gameplay are virtually identical — even the Mode 7 trick for the ground is replicated exactly! However, the game itself is nothing more than a cut-down version of Street Fighter II. There are less characters, less moves and less backdrops. Having said that though, Deadly Moves is quite smart and very entertaining (especially with two players). However, it is quite a pain that you can only control Joe in one-player mode. What I do like about the game is the reward you get for beating an opponent. All of your stats are significantly increased, turning your fighter into an even meaner fighting machine. Any road up, for beat 'em up fans, Deadly Moves is well worth taking a look at — expect a game that's good fun and initially very compelling, but don't expect anything as good as Street Fighter II, that's all.**




▲ *Annual feathers-stuck-on-arms-unpowered flight contest*




▲ *Like a bit a this, lardy?*

## COMMENT

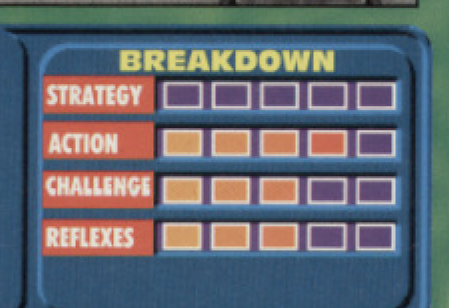


**RAD**

**What is it with Megadrive Street Fighter clones? Let's face it, none of them have been particularly inspiring, the best of the bunch so far being Fighting Master. Deadly Moves carries on the old Megadrive tradition of nearly-but-not-quite. Looking at the graphics, you'd think this game would be great, the sprites are detailed and colourful, although the animation is a bit wobbly, and the backgrounds are varied and certainly aesthetically pleasing. Well, there are three major problems with Deadly Moves. First of all, it's far too slow to get your pulse racing or even get the adrenalin levels up a bit. Secondly, there just aren't enough special moves, and those that there are are just a simple matter of pressing a couple of buttons together. Finally, it's waaay too easy to complete. It's horribly easy to zip pretty much to the end on your first credit, and being able to go back and play against characters you've already beaten to boost your stats makes it all the simpler. Alright, there are eight skill levels, but there's very little difference between them. That's not to say Deadly Moves is all that bad, it's quite a laugh, especially in two-player mode, but if you buy this expecting Street Fighter 2 you'll be sorely disappointed. Have a look by all means, but don't part with any cash without having played it.**






## PRESENTATION

**77**

▲ There are some decent options to muck about with on the options screen and a fairly decent intro.

▼ Other than that, there isn't really a polished look or feel to either the game or its packaging.

## GRAPHICS

**85**

▲ The graphics are excellently defined, and there's a wide variety in the backdrops. The Megadrive even manages to copy some of the Super NES's graphical tricks!

## SOUND

**78**

▲ The digitised effects successfully enhance the atmosphere.

▼ Unfortunately, the music is a tad sad and you also have to turn the volume up really high to hear the sound and music at all.

## PLAYABILTY

**77**

▲ All of the moves are easily executed and the urge to defeat your opponents is very strong indeed. The game takes on a whole new dimension in the two-player Versus Mode.

## LASTABILITY

**77**

▲ In two-player mode, there's bags of lastability what with eight characters to master, each with different strength and weaknesses.

▼ The lower difficulty levels on the one-player mode make the game too easy.

## OVERALL

**77**

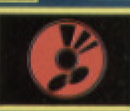
Deadly Moves shows that the Megadrive has the potential to produce an excellent one-on-one beat 'em up. Although it's no Street Fighter II, Deadly Moves should go down very well with Megadrive owners after a decent beat 'em up.











| | |
|---|---|
| PRICE | IMPORT |
| BY | IMAGESOFT |
| RELEASE | IMPORT NOW |

### OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: EASY/MEDIUM
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY

### 1ST DAY SCORE

122900

### ORIGIN

Conversion of the Super NES title based on, you guessed it, the fairly popular movie of the same name.

### HOW TO CONTROL




- **A** Punch
- **B** Block
- **C** Punch
- **S** Pause/Restart

### HOW TO PLAY

Guide Peter across 12 levels, slaying pirates, watching your energy bar, power meter and time limit,.

SCORE 1089200 POWER FLY PAN × 0 TIME 4:01

▲ Mind the... aah forget it.

# Hook

## FLY! FLY YOU FOOLS!

Everyone knows how to fly in Never Land — it's just a simple mixture of belief and magic pixie dust. Sadly, while Pete has plenty of faith, his fairy pal Tinkerbell has the monopoly on the magic powder (which is probably why her voice is so high). However, Tink floats around at various points in each level waiting for our Petey. Once they meet up she showers him with all the fairy angel pixie magic moonbeam dust he can carry. A quick double press of the B button sends him up into the air. Also, pressing A and up whilst in flight sends Pan soaring skywards at a greatly increased rate of knots. However, his dust gets used up during flight, so Panhead has to be wary of his magic-moonbeam-fairy-pixie-gnome-elf-powder-dust-gauge at all times. Once it gets



▲ "Praise be to the mighty Lord Marlon!"








▲ You are Rolf Harris and I claim my £5.


▲ Yip! Skippy! Here boy!


▲ Ha! Take this! Take it all!



▲ Whoah! Stale fish with the sword, maaaan.

Throughout the last century the name Pan has reverberated around nurseries, gardens and kitchens, bringing laughter and delight to children worldwide. Which Pan? Of course, a saucepan. You can cook dinner in it, play tennis if you've got two of them, or put them on your head and play army. Mind you, there's another pan which is pretty popular, the old duffer out of the Disney cartoon, Peter Pan.

The plot of Hook concerns Peter Pan having grown up into a stressed-out, hard-drinking businessman. What's more, he can't even remember anything about Never Land, and he doesn't even believe in himself, despite the fact his name is indeed Peter Pan, and his mother-in-law is called Wendy. Hook has heard of Pan's condition, and has decided to take revenge (despite having been eaten by a crocodile), kidnapping Pan's kids in this platform hack 'em up. It's your job to guide Peter across the platform landscapes of Never Land searching for your offspring, tracking down the nefarious Hook, and finishing him off once and for all.

## COMMENT



**RAD**

For all it's kiddie image, Hook was visually a pretty impressive film, and it's good to see that a lot has been made of the colourful set style and digitised movie images. However, for true film-style atmosphere put the sound through the headphones. The soundtrack to Hook is absolutely stunning, a full orchestral affair which captures the tone of the game excellently. The speech is also great, very clear with a little reverb adding that "cinema acoustics" effect, although the acting is pretty useless. However, CD sounds are supposed to be impressive, that's nothing new — what about the game? Well, that's where Hook stumbles. It would actually be a really good platform adventure game, but for a few small difficulties. For starters it's a bit slow, and the controls certainly aren't as responsive as they could be. The other minus point concerns the frustrating "Ha ha, now you die!" no-way-out situations the game seems to throw at you at least once per level. Things like the mermaid on level five who grabs hold of you and guides you straight into all the bombs you've been trying so hard to avoid. Hook isn't a bad game, it's actually quite good fun when it's not getting under your skin, and it's certainly one of the better CD releases in comparison to garbage like Earnest Evans, but there are better platform games available for the standard Megadrive

## PETER PAN'LL MAKE YA...

Of course, anyone who's read the book or heard the story of Peter Pan knows about his magic fireball-spitting sword of doom. Well, anyone who's read the instructions to Hook knows about Pan's fireball-spitting sword of doom. See, when Pan were a lad and used to play pirate-baiting, a magic sword was just the accessory to have, as well as signifying his superiority over the other Lost Boys. When Pan left Never Land, the sword fell into other hands, namely those of Rufio, the new leader of the Lost Boys. In order to reclaim his chopper Pan must fight in a duel against Rufio, the winner of which claims the weapon. The blade itself is pretty darned snazzy, firing short-range high-power fireballs. The only problem is the slippery handgrip which causes Pete to drop the sword whenever he's hit. However, the clever hacking implement generally waits further on in the level for Panners to recollect.




▲ "No, you get the ball back"

## PETER GRABS HIS CHOPPER

That Peter Pan is certainly an active chap. His speed and agility are fully exploited in this game. Along with the usual platform activities, such as jumping and swinging his sword, Pete repertoire also includes a number of other moves. For instance, keeping the A button depressed after an attack whilst pushing either left or right causes Pan to run, run like the wind, sprinting over the landscape as fast as his legs can carry him for as long as the direction is held. Pressing A whilst sprinting also allows Pan to defend himself with his sword. Pressing B whilst Pan sprints launches him into a super-mega jump. Who says Robin Williams is clapped-out?

**LONG**

**BREAKDOWN**

STRATEGY
ACTION
CHALLENGE
REFLEXES

Thanks a lot to Arcade Software from East London for lending us this luverley CD you can give them a buzz on 081 471 8900 if you so wish. And cheers to Advanced Console Entertainment for letting us use their skill Mega CD. Their new phone number is 071 439 1185.

## COMMENT



**ANDY**

**Schlengg! The first thing you notice about Hook is the *fantastic*** orchestral score. Strings swirl and horns honk as you guide your computerised charge through his quest. But so what? CD's are supposed to be able to do that. The next thing that grabs your attention is the number of full-motion video cut-screens peppering the game. But, whilst being hugely impressive, these do absolutely nothing to enhance the actual gameplay. The game itself is not that bad, but then I quite enjoyed Hook on the Super NES when it was released a year ago, of which this is a direct reproduction — right down to the annoying bits, like the swarms of killer bees that get you *every* time (remember that bit from the film?) and the way Pan dawdles through the levels. That's not to say this is a bad game though — once you get the hang of controlling Pan, especially his flying skills, and used to the sedate pace, it's quite a laugh. Graphically, it's pretty good too, but the in-game graphics are certainly nothing the Megadrive couldn't do on its own. But therein lies my biggest grumble. All the fancy decorations aside, this is just a standard platformer and I can't help thinking it would be cheaper to wait for the inevitable Megadrive-dedicated version whilst playing one of your Dad's classical CDs. Nice game, but a shameful misuse of the Mega CD's capabilities. Not, I hope, the shape of things to come.



▲ "Yaroo! Pranged!"



▲ "That pesky Pan's in my veg again!"



▲ Startled by Chip's sudden appearance, Pan fumbled and dropped his sweets.

## I'LL NAME THAT TUNE IN ONE

Fans of the film Hook (ie anyone under three and Tom Guise out of Megatech) should be ecstatic at the mere thought of playing Hook, especially if they're also film score maniacs. For yes, thanks to the power of CD technology the full orchestral score for the film has been lovingly adapted to fit the game. Each level has a different theme, each of which sounds absolutely pitch perfect. There are loads of digitised graphical sequences from the film, along with an all-new computer generated scan around Hook's pirate ship as it sails through the digitised skies of London! Sadly though, licensing the actors voices from the movie was too costly and, as such, the copious quantities of speech in the game are read out by rather less skilled actors.



▲ "By the power of Grayskull."



▲ "He's got rather a big rock on" mused Pan



▲ Pulcitudinous ruminosity.




▲ Mind the staid screenshot, Marlon.




▲ "This is even better than that time at London Zoo, eh One-Eye?"





## I'VE GOT A HUGE BONUS

Never Land, being a fantasy island run by greedy brats, is littered with free goodies hanging around just waiting to be picked up. The full selection of available pick-ups is listed here.

- **CHERRIES** Pan may be eternally youthful and all that, but he's still capable of being hacked to bits. Cherries refill one leaf of Panny's energy bar every time they're picked up, thus delaying that death moment.
- **APPLE** Apples do the very the same job as cherries, except these doctor-warding off fruits refill Pan's entire energy bar.
- **LEAVES** At the start of the game, Pete has two leaves to his energy bar. Every time a loose leaf is picked up another hit is added to his life total. However, Pan may never have more than four leaves to his name no matter how many he picks up.
- **1-UP** Hurrah! The power-up everyone wants — a tasty extra life! What's more, 1-ups are replaced every time Pan dies, to all intents and purposes giving the player infinite attempts at certain sections of the game.
- **SHEBA'S TIARA** Stolen from the Queen of Sheba's ship years ago by Hook and his pirates, there's a goodly quantity of these tiaras scattered around Never Land. Each one is worth 100 points.
- **RING OF HONOUR** Presented to Hook's favourite pirates as a sign of his respect, the only way to part a pirate and his ruby ring of honour is to run him through with some cold steel, don't you know. Nabbing one of these is worth 500 points.
- **REGAL NECKLACE** More ill-gotten pirate gains. Snaffle one of these and treat yourself to an extra 1000 points.
- **KING'S CROWN** Being the scurvy sea-dog he is, Hook once robbed the one and only Alexander the Great of all the crowns he had collected whilst conquering the world. Reclaim a bit of Alex's headgear and 10,000 points are yours.







## PRESENTATION 92

▲ Loads of digitised cut-screens, stunning intro, big map setup and loads of really really impressive presentational touches.
▼ No options. Gnnh!

## GRAPHICS 90

▲ Very colourful indeed and highly-detailed. Animation is also great and some of the backgrounds are very impressive.
▼ Sprites are a bit small.

## SOUND 97

▲ Yoinks! Absolutely cracking orchestral soundtracks and loads of very clear sampled speech.
▼ The effects are a bit neglected.

## PLAYABILITY 76

▲ Well planned levels, plenty of variety and loads to do.
▼ Controls are a little slow and it can be very frustrating in places.

## LASTABILITY 73

▲ Once you've completed it there's reason to go back and see it all again just for thrills.
▼ It won't take all that long to beat.

## OVERALL 72

Visually and aurally Hook is tremendous, but underneath there is a very average game bursting to get out. A real waste of the Mega-CD's enormous potential.

MUHAMMAD ALI
HEAVYWEIGHT
BOXING
START
OPTIONS

1-2 PLAYERS

| | |
|---|---|
| PRICE | £39.99 |
| BY | VIRGIN |
| RELEASE | TBA |

**OPTIONS**
CONTROL: JOY PAD
CONTINUES:PASSWORD
SKILL LEVELS: 1
REPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

**1ST DAY SCORE**
RANKING 7

**ORIGIN**
licensed after the most famous boxer of all time — Muhammad Ali.

**HOW TO CONTROL**

MOVE UP
MOVE RIGHT
MOVE RIGHT
MOVE DOWN

- A Punch
- B Block
- C Punch
- S Pause/Restart

**HOW TO PLAY**
Punch your opponent in each three minute round until he falls. Do it enough and he won't get up!

# MUHAMMAD ALI BOXING

**Boxing is dangerous. Heavy blows can seriously affect the mind. Unconvinced? Well, consider whether one Frank Bruno would be prancing round provincial town theatres dressed as Mother Goose or whatever, unless serious damage had been done to his brain. And would, for that matter, Henry Cooper have endorsed such a plainly naff 'fragrance' as Brut had his brain not been bashed around a bit. I doubt it.**

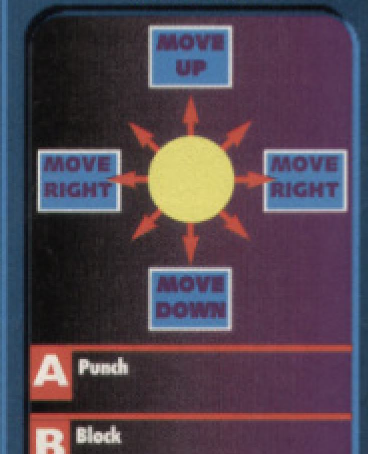
**However, video game boxing has a clean bill of health. On screen you can jab and lunge to your heart's content, even more so with the latest digitised pugilism of Muhammad Ali's The Greatest boxing. It's a quick to Caesar's Palace, into the satin shorts before you can say "I am the Greatest", and a good few bouts of ringmeistery, courtesy of Virgin.**



▲ It was YOU who farted!

## TOURNAMENT/EXHIBITION

An exhibition match is a one-off, for one or two players. Tournament play offers the chance to start at the lowest ranking (10), and make your way through a succession of fights to top dog. This takes a long time, so a password feature is incorporated, allowing you to save your unblemished positions.



## THE GREAT UNWASHED

One of the 'great' things about boxing is the atmosphere created by an enthusiastic crowd. Estate Agents by day, they turn into baying maniacs, demanding blood, once the contenders start slugging it out. Happily, Virgin have retained the aural atmosphere by having a vocal crowd in the background. Calls of encouragement and chants for Ali come during the rounds. If someone goes down voices are heard telling them to get up. There are wolf-whistles as the card-carriers cross the ring, and the shouting increases




▲ Crack! Oh, stop the fight! Me back's gone!



▲ The sun sets on the scores.

**LONG TERM REPORT**
HOUR
DAY
WEEK
MONTH
YEAR

**BREAKDOWN**
STRATEGY
ACTION
CHALLENGE
REFLEXES




## FLOAT LIKE A BUTTERFLY.

There are two separate control methods for Muhammad Ali's players to choose from. The first is called 'Arcade', because it's quite close to how arcade boxing games work — hitting a button launches a punch. The other choice is simulation, which is a bit more interesting. In this mode a punch is made by holding a button and swinging the joypad. There's no doubt that most people prefer the 'feel' that this control method gives to the action.













## COMMENT



**GUS**

**I wasn't really expecting much from this, considering boxing is usually disastrous as a video game. However, I ended up more than slightly impressed. The programmers have found the balance between strategy, skill and action which makes Muhammad Ali really good fun to play. The best feature is the control — having two methods broadens the appeal of the game, although the simulation is much better. It gives you a real feeling of connection for your blows. You also are able to move more easily than other boxing games, though it could have benefited by being even faster. But the main difference between this and its rivals is that it's fun to play. This is partly due to well thought out gameplay, and the atmosphere created by the sound effects and presentation. Some bits, like the virtuality sequence, don't come off, but overall Muhammad Ali is the best boxing you could expect on a console.**

## WINNING WAYS

Each player has two health bars, representing power and speed. Taking hits reduces both of these sharply, but even swinging your fists whittles them away. Conserving your own bars, and reducing your opponents' are the basic game aims. When his bars are very low, the fighter falls. This is classed as a KO. The referee gives the fighter a count of ten to get up, or forfeit the match. If a fighter falls three times in a single round this is TKO, which also forfeits the match. If neither occurence takes place, the match is decided by aggregate points awarded for each round's performance, by three judges.

## DIFF'RENT STROKES

Boxing is all about taking your best shot, and hoping it connects. Surprisingly, there aren't that many punches to choose from, but it's not what you do, but how hard you do it that counts.

**BODY PUNCH:** As you'd expect, a shot aimed low to wind your opponent and drive his strength down.

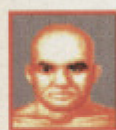
**JAB:** A quick punch aimed at disorientating, rather than damaging your opponent. Jabs should be put together into flurry of blows.

**UPPERCUT:** The mighty blow, the classy way to end a bout, an uppercut should come in and arc up under your opponent's chin. It's a tiring move to make, but can be devastating

**HOOK:** A hook is a nasty shot, swung wide to get around a defence. Hooks drive an opponent backwards.

## MUG'S SHOT

There are ten contenders, including Ali vying for top billing at Ceasar's Palace. Each has their own fight characteristics, and taste in boxer's shorts.



**BRUNO FRANKO**
A bit of a Raging Bull type, Bruno's a fiery Italian who favours pushing his opponents. He also goes for the Yul Brynner look.



**CARLOS ESPINOZA**
A touch of salsa from the Latino talent from the Argentine. Carlos Espinoza is constantly ducking and blocking.



**EDDIE MONTAGUE**
Home Boy from the Washington 'hood. Eddie grew up with the street gangs, and his style is anything that will succeed.



**KIM LEE**
Vietnamese boxer, but don't worry, no feet are involved. Kim is young and angry, and goes for it from bell to bell.



**MARVIN COOPER**
His flaming hair matches his fiery temper, but Marvin is Olympic trained and fights a tactical game.



**JACK BLAKE**
Jack's an old hand at the fight game. He may be a slower fighter, but there's power behind the blows.



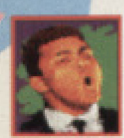
**TOMMY HAMMER**
He probably got his name from the weight of those hands. Tommy's long arms are constantly body checking.



**MAC ROBINSON**
Another American contender, an ambitious young challenger who relies on a ducking defence.



**BART RAMBLER**
His off-ring reputation as a spaghetti eater explains all that excess energy. That makes him a stamina fighter.



**MUHAMMAD ALI**
Simply the King. Ali has the speed, the power and the hunger to go for KOs in every fight. The best fighter on offer.



▲ You wanna run your hand over ma six-pack?




▲ Virgin's not so convincing virtuality.




▲ Let me have a closer look at that.




▲ Hands up if you use Right Guard...

## COMMENT



**RICH**

I was expecting a lot from this game as it's programmed by Park Place, the Megadrive master coders responsible for EA Hockey and John Madden Football. Happily, whilst this game isn't as good as those two classics. Muhammad Ali is still the greatest boxing simulation available for the Megadrive. It plays very well indeed. The arcade mode is brilliant for players who want a decent button-pressing violence fest, while the simulation mode is a lot more strategic, requiring a great deal more thought. The sound effects are excellent, effectively capturing the atmosphere of a fight, and the graphics too are of a great standard. The only gripe I have with it is that there isn't really much to the actual gameplay — but that's more a fault of the sport rather than this game. My advice is that if you're after the greatest boxing game available for any console, Muhammad Ali is the only game you should even consider.

## PRESENTATION 86

▲Lot's of topper presentation; like speech samples and options, a password and two-player option.
▼A naff 'virtual flight' around the boxing arena fails to impress.

## GRAPHICS 80

▲Boxer animation, the most important graphical aspect, is of a high standard.
▼The jerky scrolling is a bit of a letdown, and the graphics have limited variety.

## SOUND 84

▲Excellent choice of samples add humour and atmosphere. The bone-crunching sound effects make it all sound quite painful.
-Some of the music is frankly crap.

## PLAYABILITY 87

▲The more you play, the more you enjoy it. There's just a brilliant feel to the action.
▼It doesn't play as fast or as furious as Streets of Rage or Streetfighter.

## LASTABILITY 80

▲The two-player option guarantees long term fun.
▼Fighting through all ten opponents may not take as long as you might think.

## OVER ALL 85

Topper is the word to describe this, currently the best one-on-one combat game on the Megadrive — and definitely the greatest boxing simulation for any home console.

# MICK





1 PLAYERS



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## OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: SKILL

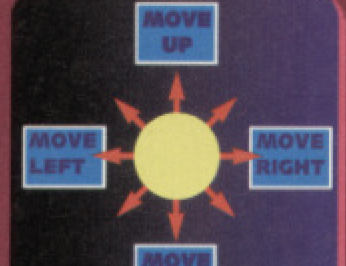
## 1ST DAY SCORE

FIVE LEVELS COMPLETE

## ORIGIN

This game is a fairly derivative example of the genre, incorporating elements from games like Sonic, Mario and Megaman!

## HOW TO CONTROL




1 Pick up/throw/bottom bounce

2 Jump

## HOW TO PALY

Guide Mickey Mouse through various platform levels, defeating bosses and bottom bouncing meanies!

WARNING! Reading fairy tales can seriously damage your health! Well, that's the absurd advice that should have been supplied to Mickey Mouse before he picked up his favourite bedtime read.

You see, the problem is that this particular book has magic, sleep-inducing qualities that quickly send Mickey off to the land of nod. However, this land of nod is country terrorised by the evil Phantom, who's decided to nick the mystical crystal of well-being and thus rule the kingdom. All the minions of the land are now the Phantom's slaves — a situation that freedom-loving Mickey finds unacceptable.

It's down to Mickey Mouse (for it is indeed he) to roam the mystical land (that looks suspiciously like a scrolling platform environment), bottom bouncing meanies, defeating bosses, finding the evil Phantom and reappropriating the crystal. With the crystal in his vice-like grip, Mickey is able to save the land of nod and make it a safe haven for any more potential dreamers.

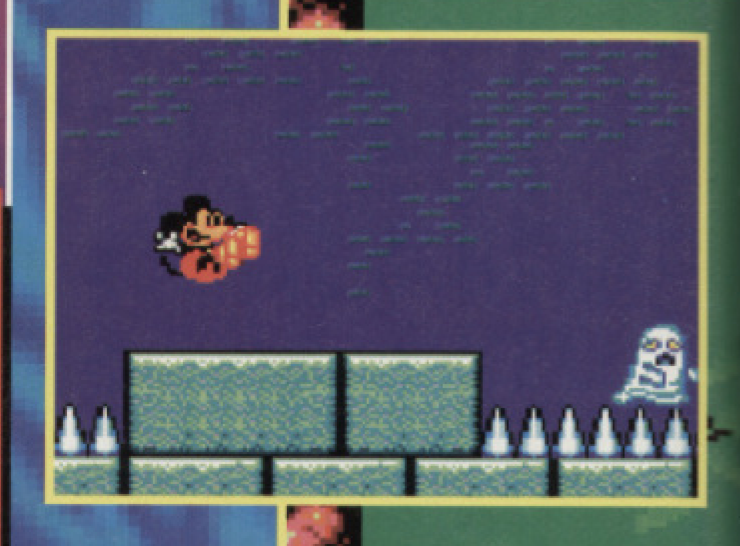





▲ *Mickey genies all his mum's matches. Tsch!*





▼ *Giant Mickey Destroys Villages Shock!*



## DEADLY GEOLOGY

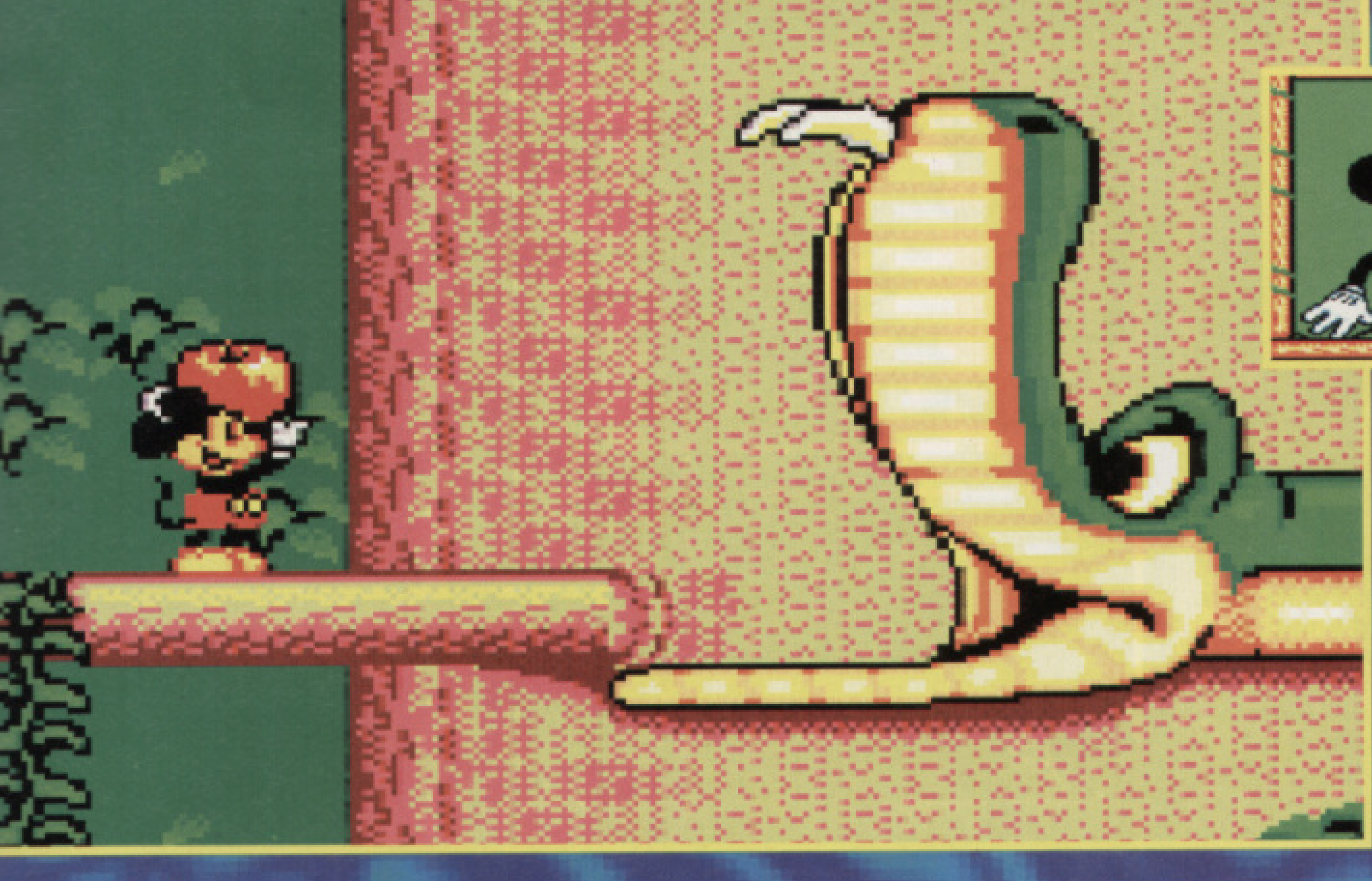
In Mickey's crusade to return the mystical crystal to its rightful owner, he comes across many different types of rock. These come in handy for taking out any enemy sprites in your path. Just pick up one of the rocks and chuck it at the offending sprite to destroy it. Hurrah!

## ROCK BOTTOM

Just like in the first game, Mickey's primary weapons are his buttocks! Pressing button I in mid-jump causes Mickey to land bottom-first, destroying any enemy sprite below! Mickey's bum is also handy for destroying any rocks he may land on (ouch!).

# KEY MOUSE 2







Oh Mickey what a pity you don't understand (etc)...

## MICKEY MAPS

To get from one stage to another, Mickey makes use of the special map screen. This works in much the same way as the map in Nintendo Mario III and IV. Just take the on-screen Mickey icon to your desired destination and press fire! Unfortunately, later stages only become accessible once you've completed various tasks in the first few levels.



## BOSS DRUM

During the game, Mickey comes across many different end-of-level bosses that attempt to stop his quest to find the crystal. The first is a massive fire-breathing dragon. Chuck rocks at its head to destroy it. The second boss is a sheet-like ghost, who attempts to ram you or burn you to death with its fireball satellites. The vulnerable point on this meanie is on its head — bottom bounces ahoy!

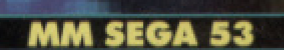


## COMMENT



**RICH**

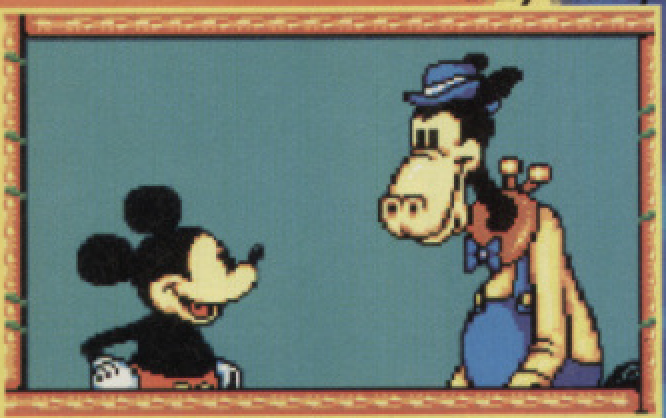
**I was expecting a lot from Mickey Mouse II and I was initially disappointed to find the gameplay not much removed from the original game. However, once I got into it, I discovered a game that was fast and packed with action. The graphics are very good for the 8-bit machine, with some brilliant animation and vibrant backdrops. There are loads of levels to conquer, and the puzzle elements of the game sometimes require you to retrace your steps to previous levels to find new objects and stuff. The inclusion of magical items to use is a significant touch — I particularly like the potion that shrinks Mickey down to a fraction of his normal size. This is definitely better than Mickey Mouse I, and well worth buying as soon as it hits the shops.**

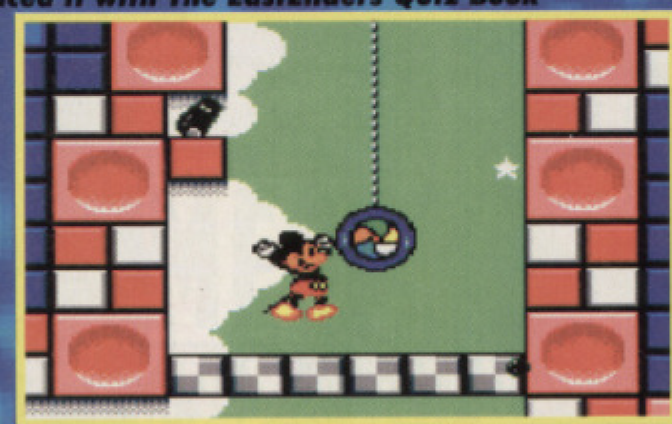







"Heh heh. Minnie will never suspect that I've stolen her diary and replaced it with The EastEnders Quiz Book"





## COMMENT



LUCY

Mickey Mouse II is Master System gaming at its very best. Heaps of imagination has gone into making this a really fun and challenging game — bottom-bouncing your foes to oblivion is a particularly nice touch. The sprites are huge and clearly defined, the backgrounds predominantly gorgeous and the animation is second to none. There's loads to do and explore, tons of puzzles to work out and unlike the Megadrive's World of Illusion, this definitely doesn't suffer from being too easy. Basically, anyone with a Master System should snap this up as soon as it hits the street, it's well worth it.



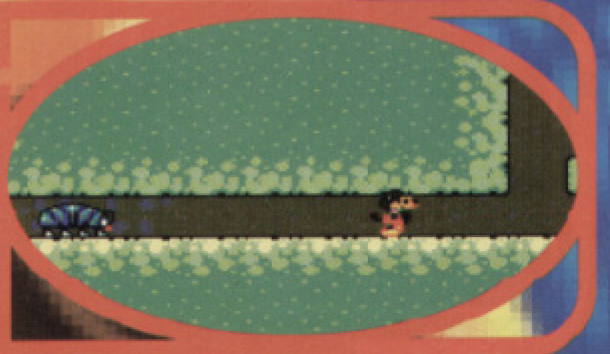
▼ Mind the seemingly inoffensive but in actuality a deadly wild murdering fish, Marlon.



▲ Erm, keep minding that inoffensive etc etc fish, Marlon...

## OBJECT-ION, YOUR HONOUR

During the quest, Mickey picks up various objects that could prove useful in his coming adventures. Look out for magical flutes that whisk you out of danger, and for a magical shrinking potion! Some of these items are essential to progress. The shrinking potion is required to successfully complete the cavern stage — a network of tiny tunnels that the normal-sized Mickey is unable to walk through.



## PRESENTATION 87

▲ Some brilliant cut-scene pictures appear as the story gradually unfolds.
▼ he only problem here is the lack of options to muck around with.

## GRAPHICS 94

▲ Mickey and the rest of the sprites are all perfectly defined with brilliant animation. The backdrops are excellent too, with fab use of colour and decent definition.

## SOUND 77

▲ Tinkly tunes accompany the proceedings, and actually they aren't that bad at all considering.the limitations of the Master System's sound chip.

## PLAYABILTY 92

▲ The game is very fast and easy to get into, with the early levels teaching you the necessary skills to get through the tougher stages.

## LASTABILITY 90

▲ Getting through some of the later levels takes some doing, and the interest level while you attempt this remains very high indeed.

## OVERALL 91

Another brilliant platform game for the Master System, definitely superior to the fab Castle of Illusion. Make sure you add this game to your collection.



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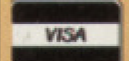
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# TOP 10 CH

## MEGADRIVE

1 ECCO
2 STREETS OF RAGE II
3 ROAD RASH II
4 SONIC THE HEDGEHOG II
5 WORLD OF ILLUSION
6 LOTUS TURBO CHALLENGE
7 NHPLA HOCKEY '93
8 JOHN MADDEN '93
9 THUNDERFORCE IV
10 BATMAN RETURNS







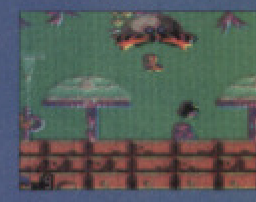


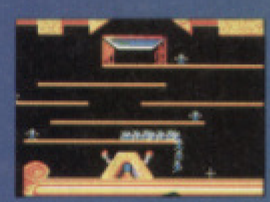


The splendiferous Ecco, named Megadrive game of the year by our good selves, has predictably gone straight in at number one, knocking Sonic II off its pedestal with the excellent Streets of Rage II creeping up its rear. Other than that it's another rehash of last month's listing but watch this space for further developments.

## MASTER SYSTEM

1 SONIC II
2 MASTER OF DARKNESS
3 LEMMINGS
4 THE SIMPSONS
5 PRINCE OF PERSIA
6 ARCADE SMASH HITS
7 TAZ-MANIA
8 SUPER KICK OFF
9 TOM AND JERRY
10 OLYMPIC GOLD







Sonic hangs on in there at number one but is being closely threatened by Sega's brilliant platform romp — Master of Darkness. Tom and Jerry races into the top ten at but other than that new entries are conspicuous by their absence. Roll on next month and hopefully some more changes.

# ARTS

List-lovers everywhere can rejoice next month when this lean, mean, reading machine develops the organ that is the charts into a bigger, better and more comprehensive section. And to heighten your thrill still further we might make you stand in a bus queue before you're allowed to read it (eh? - Rich). In the meantime dig in to see what's the tops in the Sega list world.

## JAZZA'S SEXY COIN-OP CHART



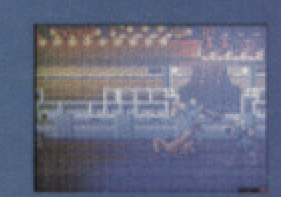
1 STREET FIGHTER II CHAMPIONSHIP EDITION
2 VIRTUA RACING
3 STAR GATE
4 ROBOTRON 2084
5 DEFENDER
6 I ROBOT
7 TEMPEST
8 BUBBLE BOBBLE
9 EMPIRE STRIKES BACK
10 BOMB JACK

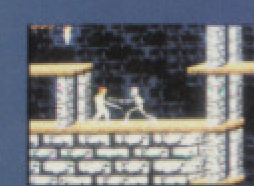
For all you arcade addicts out there, we thought we'd pick Jazza's brain for an all time top ten coin-op chart. After sticking the pick deeply into his sacred brain, this is what he came up with (he is now recovering in hospital following Lucy's DIY brain surgery).

## GAME GEAR

1 SONIC THE HEDGEHOG II
2 STREETS OF RAGE II
3 SHINOBI II
4 LEMMINGS
5 DEFENDER OF OASIS
6 ALIEN III
7 BATMAN RETURNS
8 PRINCE OF PERSIA
9 TAZ-MANIA
10 INDIANA JONES' LAST CRUSADE





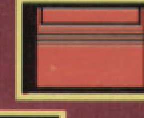


Still in at the top is the blue spiky fiend but the brilliant beat 'em up Streets of Rage looks set to take over any minute. Another new entry is the excellent Shinobi II as well as the fab RPG, Defenders of Oasis which is slowly creeping upwards. Other than that it's another reshuffle but things are definitely looking up.











| | |
|---|---|
| PRICE | £29.99 |
| BY | SEGA |
| RELEASE | MARCH |

## OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: INFINITE
SKILL LEVELS: ONE
RESPONSIVENESS: DODGY

## 1ST DAY SCORE

THIRD LEVEL

## ORIGIN

Batman Returns, the Master System game, is licensed from the film of the same name. There are currently two more versions of the game available for the Game Gear and Megadrive.

## HOW TO CONTROL




1 Start the game and fire Batarangs.

2 Jump/Grapple/Swing.

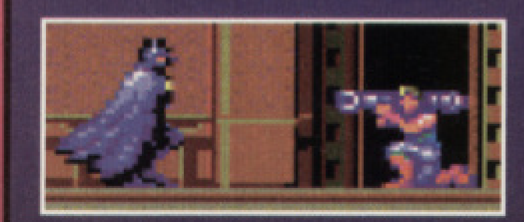
## HOW TO PLAY

Guide Batman over and under, up and around the streets and sewers of Gotham city in its platformed state. Collect power-ups to increase the range and power of his Batarangs.

# BATMAN RETURNS




Holy inevitability comic fans, if it isn't the return of one of the world's greatest super heroes and his expected flight onto another lucky console. Once more the distinctive shadow of his most revered cape and horned head make their appearance, this time on the Master System, and find their secrets under scrutiny from the hungry masses.



▲ *Hello. I've come to fix your door.*



▲ *Hey, there! Come back with my stereo!*

Batman Returns is your archetypical platform rescue mission within the confines of an architecturally magnificent but deranged Gotham City. Just as the film of the same name is concerned with the destruction of Batman's adversary, Penguin, and the evil bird's assistant Catwoman so the game follows similar lines — pitting the determined Dark Knight against their rancid plans whilst leaving a similarly minded gamesplayer at his command.

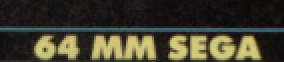
Batman is directed through the many platform locations and defends himself against the Penguin's Red Triangle Circus Gang in the name of peace and justice for all. Five stages of possible high-flying heroism or humiliation await.



▲ *Batman takes part in a monster spitting contest with the truck driver (off screen).*



▲ *Fly, fly you fool!*



Here, have a banana! Take it! Go on! You know you want to.





A building.

## ADJUST TO TOY WITH THE BAT ALTITUDE



Either the citizens of Gotham city are failing to pay their poll tax or the metropolis' government are spending the cash elsewhere. Whatever the situation there isn't a street in the place that isn't pocketed with pot holes or completely unsurpassable because there's absolutely nothing left — not a trace! This problem is of no concern to Batman, of course! Rather than sit staring into the gloom of these frequent pits, swinging his black boots and worrying how on earth he is expected to give chase with this in his way, he uses his grappling hook. With this he is able to deliver himself to the further reaches of any pitfall-like problems.



*Batman's other job is checking thermos flasks before they're sent off to the shops.*

## RED QUARRY, YELLOW QUARRY

There are three items that Batman hunts down to improve his chances. These are the red, yellow and grey bat icons. When Batman strikes a floating bat with either a Batarang or his grappling hook the deceased animal drops such an icon for Batman's use.

**RED/ORANGE:** Provides Batman with a full power-up and an extra credit.

**GREY:** Extends the range of the batarang.

**YELLOW:** Ensures a speedy return of the batarang once thrown.





## COMMENT

**PAUL**

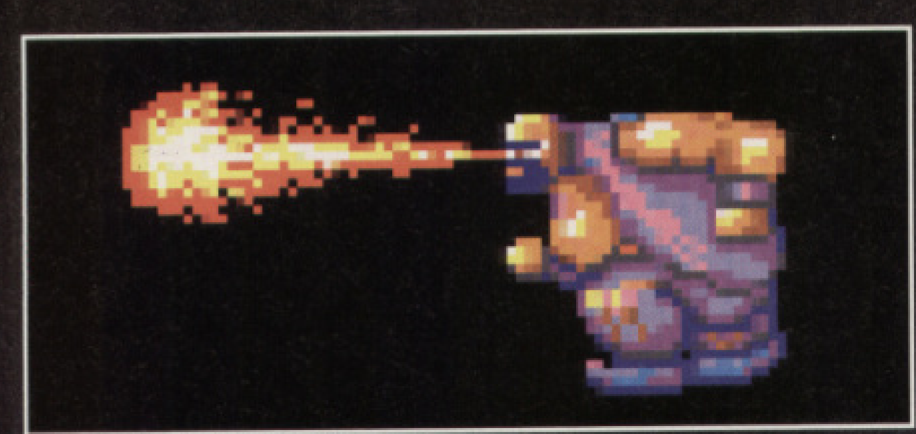
**I am astonished at how badly the Master System rendition of Batman Returns fairs against its Game Gear partner. Basically it follows the same design but, rather than benefit from its new surroundings, the game suffers terribly from flickery sprites and sub-standard presentation all round. The weapon select screen of the Game Gear version is absent and with it go the cool special attacks and their relevant animated sequences. One particularly impressive section of the Game Gear cart, where Gotham City is plagued by a blizzard in the early stages of the game, is yet another feature that fails to make it into this conversion. Consequently Batman is left to battle the first, fire-breathing boss against a black empty space as opposed to a snowy dead-end street. I'm sure you can imagine how poor this all looks. Besides which all the bosses' attack patterns are less complex and therefore not as taxing. It is also consistently depressing to find that our prospective hero falls to just the slightest of blows — *dead*! All the extra 1-UPs available in the world fail to soothe the frustration as Gotham City is transformed to Dohsville Arizona in a few short steps. With the game being such a disappointment, it wouldn't surprise me if the Sega warehouses may receive many Batman returns.**

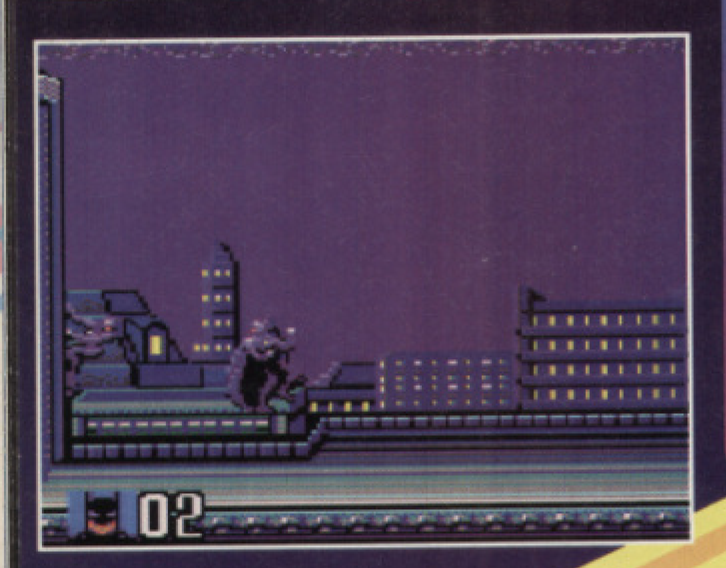




## KNOCK ME DOWN WITH A FEATHER

Contrary to his public image Batman is more than a little susceptible to damage. In fact his composure is completely and utterly ruined at even the slightest of touches. One tap from the finger of a bomb-tossing female and he crumples into a heap, a mere brush of the shoulders with a clown and he just keels over and dies. Surely this is not what we have been led to believe! It's a scandal! A sham! An outrage, by George! (**All right, calm down! — Ed**)





▲ *What's this? Answers on a post-card to IT'S A... at the usual address.*

## COMMENT



**RICH**

**Basically, I'm a little shocked at the sadness that is Master System Batman Returns. I had expected something very similar to the Game Gear version which was excellent (if a little easy). This looks more like a very early pre-production version of the Game Gear cart — basically it's the same, without the excellent fine tuning, without the decent graphical effects, without the same level of fab playability. What really frustrated me was that Batman died on first contact with any enemy — this just made the game especially frustrating for me. It's a shame really. If the Master System version had received the same level of care and attention as the Game Gear cart, this would have had a far more welcome reception. As it is, I can't help but feel disappointed.**









## PRESENTATION 54

▲ Each of the five stages are prefixed by a choice of route presentation screen.
- Elsewhere the presentation is either awful or simply absent.

## GRAPHICS 81

▲ Batman is looks and moves well. There are a wide variety of characters working against him and the locations are all significantly different.
- The wide variety of characters look quite scraggly and indistinct. In some instances the sprites are so poorly defined as to become quite invisible against some backgrounds.

## SOUND 79

▲ The music suits the nature of the game.
- Unfortunately the sounds reflect the gameplay, ie poor!

## PLAYABILTY 74

▲ There's no time limit, giving Batman time to waste many minutes swinging about like a shoddily-drawn baboon. Wiping out his enemies with the batarang is quite satisfying too.
- Batman responds to instructions in much the same way and his one-hit lifeline is both unfeasible and annoying!

## LASTABILITY 68

▲ Worse than average graphics and presentation coupled with the sub-standard gameplay are an instant turn-off.

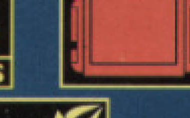
## OVERALL 70

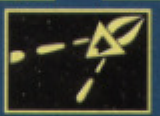
In what appears as a rushed effort Batman's return fails on this particular console proving itself inferior to its Megadrive and Game Gear team members. In all, a real disappointment.











| | |
|---|---|
| PR | £39.99 |
| BY | SEGA |
| | FEBRUARY |

**OPTIONS**

CONTROL: 1 JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
REPONSIVESS: AVERAGE
GAME DIFFICULTY: MEDIUM

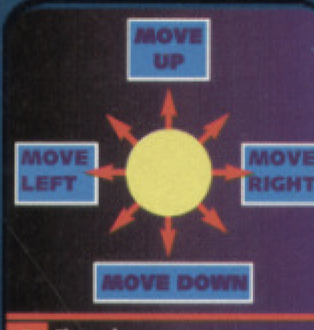
**1ST DAY SCORE**

102000

**OR**

G-LOC was a major Sega coin-op of a few years back. The arcade version featured a massive rotating cabinet that sadly couldn't be fitted into the cartridge box.

**HOW TO CONTROL**




A Fire vulcan cannon

B Fire missiles

C Engage afterburner

S Pause/Restart

**HOW TO PLAY**

Fly your plane through each level of enemy territory, destroying air and ground targets, whilst avoiding missiles. Land on your carrier to restock in fuel and weapons.

# G-LOC

Step back into the annals of aviation and look at the history of, not flight, but arcade flight simulators. Instead of picturing the daring young Wright brothers, launching their dreams at Kitty Hawk, think of Wayne and Kevin Wright, taking their lives into their hands down the local arcade. Many daring young pilots have shaken a tail-feather on the likes of 'Bomber' (1979), 'Red baron' (1980), and 'River Raid' (1981). It made little difference that these ancient games were cack. It was the Age of Adventure! Nowadays, lots of hi-tech flight games, like G-LOC, are fighting for the privilege to regurgitate your dinner. They even go to the extent of building 360 degree spinning contraptions to house the screen.

Well, G-LOC on Megadrive doesn't have the fancy hardware, but maintains the basic gameplay of the original, which is a never-ending supply of enemy fighters and bases to be shot down against a strict time limit. The state-of-the-art in arcade aviation is a carrier launched joyride of murder and mayhem. Enjoy.





▲ hello mum.

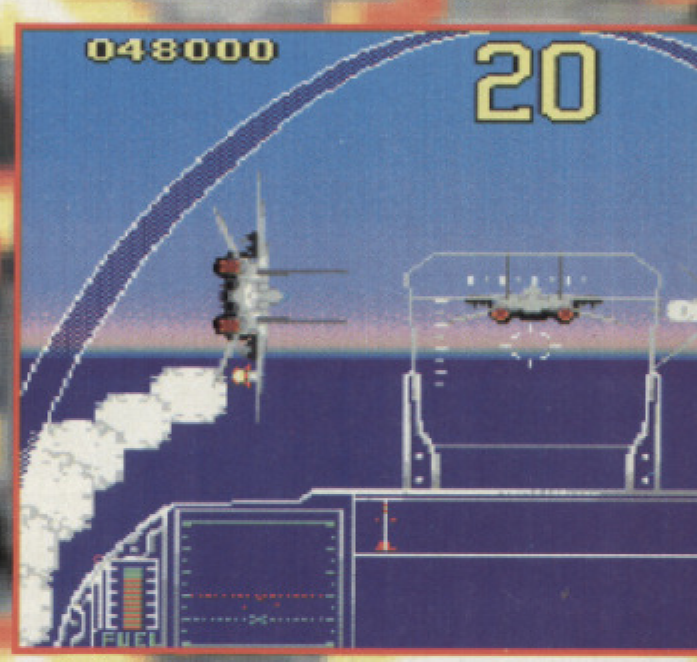
## BATCHES OF BUTCHERY

G-LOC plays as a series of missions, split into sub-levels. A timer at the top of the screen counts down from 99, and the game ends if it reaches zero. The only way to get extended play is to shoot the required number of targets for each sub-level. The requirement is announced by a digi-pic of the commanding officer, who thinks of an endless variety of ways to say the same thing: "10 incoming bogies, sir"; "We need 20 confirmed kills"; "15 more targets", etc ad nauseam...




## BIG BOGIES

Enemies come in two basic forms for the beginner to recognise — those with wings, and those without. The winged ones fly in formation, and carry missiles and cannons. They fly out in front of your plane, then turn for a head-on attack. Occasionally you may see a brightly coloured fighter. These are special squadron flyers, and downing them proffers a bonus. The second breed of enemy has no wings. It sits in canyons and fires flak into the air, and is generally called a 'ground target'.




▲ He's got one in his sights, but wait! Where did they come from? Aleeee!



## BASE BRIEFS

Before you are launched on your mission, you have the option to view the terrain of each stage. An overhead map of the level is displayed across a viewing table. Pressing A zooms into a pixellated close-up of each section, with air encounters marked as triangles, ground targets marked as circles and the landing carrier marked with a square.




▲ The wandering trigger-finger finds a bogey.

## ON THE LANDING

At the end of each mission comes the carrier landing, which allows you to rest, count your booty and restock weapons. Landing procedure necessitates turning to line up with the approach, and steering to allow for cross winds.

## COMMENT

**RICH**

Well, this is a step backwards and no mistake. Afterburner II is one of my favourite Megadrive games, but this is far, far worse. The one thing both of those games had in common was that they were very repetitive, but Afterburner II made up for it with fast, exciting gameplay and loads of enemy 'planes on-screen at once. G-LOC is quite a ponderous game, and the fast pace and excitement of Afterburner II is lacking completely from this game, and the host of enemy targets for you to dodge or shoot is ludicrously small. I agree completely with Gus — G-LOC is completely unexciting with no variation in the gameplay whatsoever. The coin-op's main pull was undoubtedly the hydraulics and the superb graphics. This Megadrive game has neither, so you're left with a shallow mockery of the original. If you're desperate for an Afterburner game, Afterburner II still rules supreme.

| LONG TERM REPORT | |
|---|---|
| HOUR | ■■■■■ |
| DAY | ■■■■□ |
| WEEK | ■□□□□ |
| MONTH | □□□□□ |
| YEAR | □□□□□ |

| BREAKDOWN | |
|---|---|
| STRATEGY | □□□□□ |
| ACTION | ■■□□□ |
| CHALLENGE | ■■■□□ |
| REFLEXES | ■■□□□ |

# REVIEW

## CARRIER BAGGING

The reward for shooting down all that enemy hardware is a trip to the carrier custom shop. The snag is that all the fancy enhancements cost money — and it comes straight off your points total! The trick is keeping a good supply of weapons without breaking the bank. Have a browse through the catalogue:

**AIR-TO-AIR MISSILE**
Standard heat-seeking missile sold in batches of ten. Cost 2000.




**AIR-TO-GROUND MISSILE**
Missile used to destroy ground targets. Ten for 2000

AIR-GROUND MISSILES
SCORE- 061800
COST- 2000
CURRENT LOAD- 20

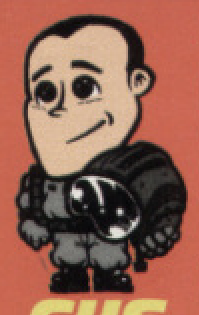
**HEAVY BULLETS**
These make your vulcan a more effective weapon. Only 1000 points.

HEAVY BULLETS
SCORE- 061800
COST- 1000
LIGHT BULLETS LOADED

**ARMOUR**
There are three different armour grades, each giving your plane increased protection from enemy hits. 5000, 10000, or 30000 points.

HEAVY ARMOR
SCORE- 061800
COST- 30000
ARMOR LEVEL- NONE

## COMMENT

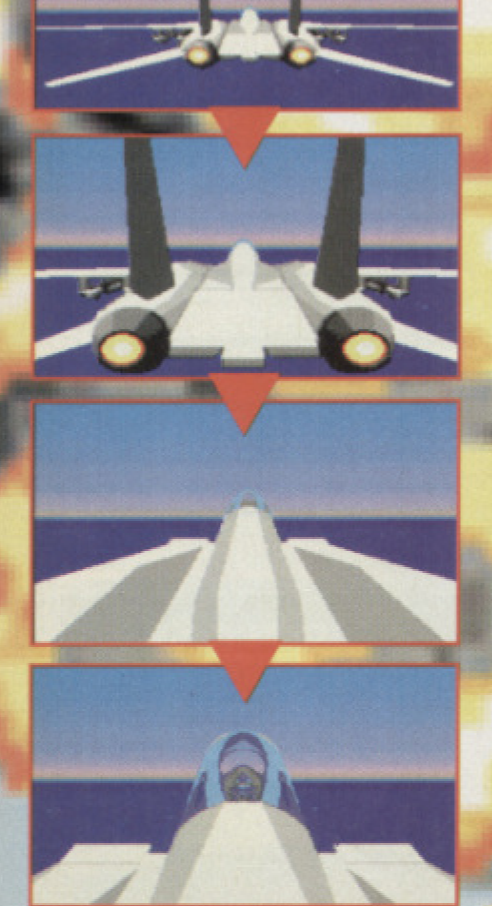


**GUS**

I find it disturbing that after three years of a machine's life, that programmers haven't learned what can and cannot done. G-LOC's big advantage is its timing: it came straight after the execrable Afterburner III. Although this is undoubtedly a better effort, it's still a bad game. The coin-op is ageing, but even when it was fresh it was a repetitive bore held up by its fancy scaling graphics and rotating cabinet. Now the coin-op is old hat, and the Megadrive is pretty hopeless on the graphics and sound front in this conversion. The main letdown is the endless line of targets, the only difference coming in the phrases used to introduce them. Players use a near endless supply of missiles, because aiming them up with the cannon is just too much trouble.In addition to this, the game features some really dire moments, like the shuddery columns around the sea convoy, that convince me it's not up to scratch.





▶ *Hey! This false-floor idea is excellent! Get a load of that. Phwoar!*

▶ *Indeed, we can quite catagorically confirm that they have, beyond the shadow of a doubt, run out of time.*




## PRESENTATION 73

▲ A fair amount of options, with different controls and skill levels.
▼ Otherwise, there's nothing really outstanding about the game whatsoever.

## GRAPHICS 56

▲ Nicely drawn cockpit and 'planes. Sensible choice of colour schemes.
▼ Lacks a real sense of movement. Sparse detail, and the graphics don't convey a realistic sense of light.

## SOUND 63

▲ The sound effects are adequate. Nice engine noises.
▼ The music is very average, sounding like umpteem other Megadrive games. There is a serious lack of a good afterburner effect.

## PLAYABILTY 62

▲ More playable than Afterburner III. A gentle difficulty curve.
▼ There's a limited variety of action, and a frustrating lack of control over the 'plane itself.

## LASTABILITY 45

▲ The game becomes challenging after the second mission.
▼ The gameplay becomes monotonous within a short time. Not enough thought has gone into creating an interesting game.

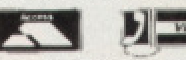
## OVERALL 52

A backward step from Afterburner II. A total lack of variety and excitment means it's blander than Tom Cruise sipping Malvern water.

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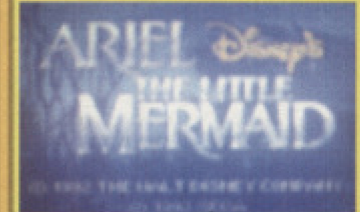
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REVIEW











PRICE £27.99

BY SEGA

RELEASE MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
REPONSIVESS: POOR
GAME DIFFICULTY: EASY

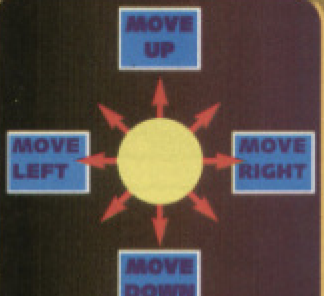
1ST DAY SCORE

COMPLETED

ORIGIN

Little Mermaid stars Ariel, of the Little Mermaid Disney cartoon fame. Closely converted from the Megadrive.

HOW TO CONTROL




1 Shoot stars

2 Select item

HOW TO PLAY

Guide Ariel or Triton around the scrolling maze levels, freeing spellbound mermaids and defeating Ursula's wicked minions.

# THE LITTLE ME

Once upon a time.there was a fishy princess called Ariel who was so beautiful she had the run of the reef. Her father, King Triton, was besotted with her, and planned to marry her off to some rich fish or other. But an old arch-enemy had different plans. Ursula, a hideous octopus-like witch with an attitude, was throwing the undersea kingdom into turmoil by turning all the pretty mermaids into shrivelled plankton.

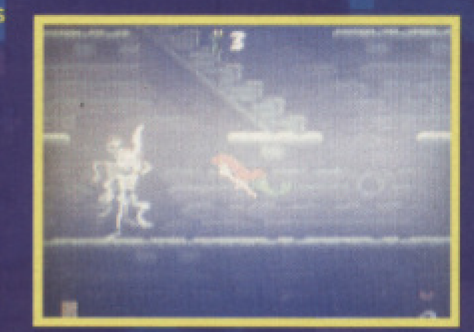
Knowing they might be next, Triton and his daughter set out to free the mermaids from their spell, and confront the cunning calamari in her lair. Their magic, and their marine pals come in handy.



*She's got a big wet fishes tail under that skirt you know. Eeurgh!*

## HIDDEN WRECKS AND LOST CITIES

The Little Mermaid has four levels, each with its own guardian at the end. The reef is a tight maze of rocky inlets, with eels jumping out to grab you unawares. The monster here is a gloomy Rock Troll. Next is the remains of a sunken ship. The ghostly remains of the sailors patrol the galleys. Deadly sharks swim around inside the hull. After that, Ariel discovers the lost temples of Atlantis, where bizarre floating archers and discus-chucking statues are her main problems. The final level is a trip through the volcanic caves, where touching the walls is enough to fry you.



## GET IT OFF YER CHEST

All across the deep are chests, that probably fell off the back of a galleon years ago. All it takes to break into these treasures is one of the many keys found in the reef's nooks. Chests often contain money, lives or energy.

## A PAIR OF FLAPPERS

Either Triton or Ariel (depending on who you pick) are able to swim around the various reefs and sunken wrecks without breathing. Control is dead easy — just push in the direction you want to go. Both characters have a magical power which repels the underwater villains. Triton throws sparks from his trident, whereas Ariel has neat little circlets of stars. The effect is the same, and the characters have no other differences, apart from the obvious physical ones, that is!





# E
# ERMAID



## COMMENT

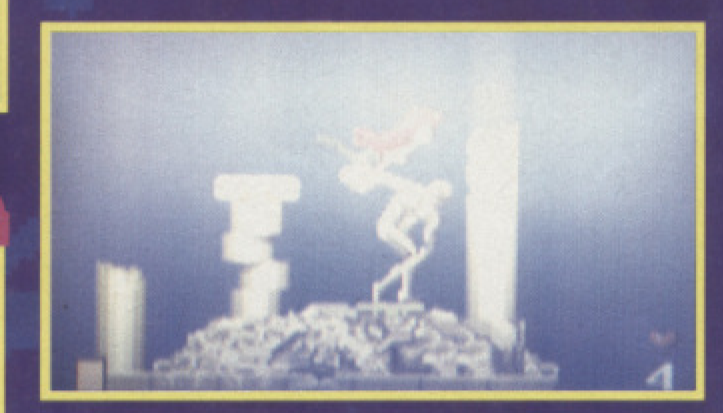


**LUCY**

**With Ecco the Dolphin, Sega proved that an underwater game can work incredibly well — unfortunately, The Little Mermaid doesn't. Even allowing for the fact that it's aimed at younger players, a game that can be finished in 20 minutes flat has got to be a waste of dosh. Although graphically it's okay, the gameplay's samey and tedious with little challenge involved. A mentally deffective sheep might gain a modicum of enjoyment out of this but anyone else keep away!**

## FISHERMAN'S FRIEND

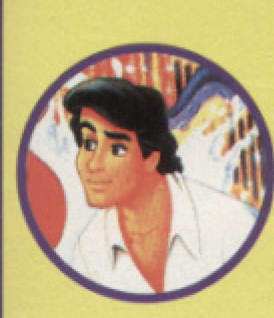
Ariel has three pals to rely on, when the task in hand becomes too much for her. She calls them by holding button two and moving the joypad. Each direction releases a different creature. Sebastian the Crab scares any offensive creatures from the area. The Digger Fish's talents are used on the sea bottom — he scours the sandy surface for hidden treasure. Finally, Flounder is her youthful pal who is able to shift the heavy rocks that Ariel cannot pass. But the mermaid only has a limited number of these creatures, as they float away after completing their job.





off
eak
d

## COMMENT



**GUS**

**The Little Mermaid worked well as a film, but doesn't really cut it as a game. Basically, there's not enough to be done, with only four empty levels to float through. It's a sort of cut down Ecco, but the cuts have come in the playability and challenge departments. The control is also annoyingly sluggish, coupled with jerky scrolling. The graphics are quite nice in places, but that's no reason to pick up a Game Gear effort which should last a day tops.**

## SO GNARLY SONAR

Each level is spread over many screens, so getting lost isn't too difficult. Luckily, a map is at hand. Pause the game then press button two to bring up a sonar map where you are marked as a red spot, captives as green spots, and the level boss as an unmistakable red cross.



| LONG TERM REPORT | |
|---|---|
| HOUR | ■■■■■ |
| DAY | ■□□□□ |
| WEEK | ■■□□□ |
| MONTH | □□□□□ |
| YEAR | □□□□□ |

| BREAKDOWN | |
|---|---|
| STRATEGY | □□□□□ |
| ACTION | ■□□□□ |
| CHALLENGE | ■□□□□ |
| REFLEXES | ■□□□□ |

### PRESENTATION — 75

▲A choice of characters and three skill levels. Nice title screen.
▼Not much in the way of story and atmosphere. Also, the in-game map is slow to draw.

### GRAPHICS — 75

▲Both characters are close to their cartoon likenesses, and the graphics are generally clear.
▼Lack of variety. Each of the four levels is different in style, but quite sparsely decorated.

### SOUND — 45

▲Irritating plinkety-plonkety renditions that barely recount the oscar-winning soundtrack of the original movie.

### PLAYABILITY — 58

▲Pleasant and untaxing enough to begin with, the game is quite jolly.
▼The sluggish control is very annoying, coupled with the over simplistic and slow-paced gameplay.

### LASTABILITY — 38

▲The game is far too easy, despite being a handful to control. Any average player will have seen all four levels within an hour. There simply isn't enough to do.

### OVERALL — 43

Perhaps the license will appeal to the very young, who should get more value out this very easy game. For anyone else it's too basic and short-lived to be of any interest.

# AFTER BURNER III











**PRICE** :£49.00

**BY** SEGA

**RELEASE** OUT NOW

## OPTIONS

CONTROL: JOY PAD
CONTINUES:3
SKILL LEVELS: 3
REPONSIVESS: BURNED OUT
GAME DIFFICULTY:EASY

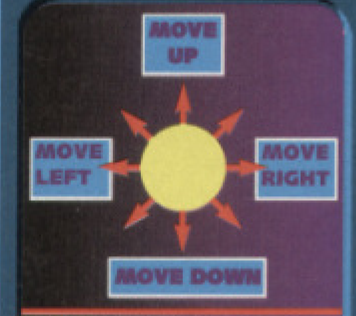
## 1ST DAY SCORE

40874840

## ORIGIN

Afterburner was one of Sega's ground-breakin cabinets. This is a conversion of that game.

## HOW TO CONTROL




**A** REVERSE THRUST

**B** FIRE ROCKETS

**C** Afterburner

**S** START AND PAUSE THE GAME

## HOW TO PLAY

Survive for as long as possible in an F-14 Tom Cat. This is made difficult by the fact that there are other pilots trying to shoot you down! Get your own back by returning the favour.

It is a little-known fact that the modern day aircraft owes its rapid development to the necessities of war. No sooner had the Wright brothers completed their awkward landing in the world's first flying machine than the American government launched a competition to find the most efficient design for use in war. Victory through air power was very much in evidence throughout the two world wars.

So here we are now, not even a hundred years on, with aircraft reaching speeds far in excess of sound and carrying enough explosives to destroy half the planet. Hurrah!

Afterburner III is, in essence, a celebration of the incredible fighter-craft at work in the late twentieth century. A salute to the people that pilot them and, what's more, the exciting opportunity to experience a piece of the action for yourself. What more impressive machine is there to launch us skyward than the American Air Force's own F-14 Tom Cat? And what better piece of hardware exists to take us there than Sega's own Mega-CD?

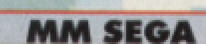




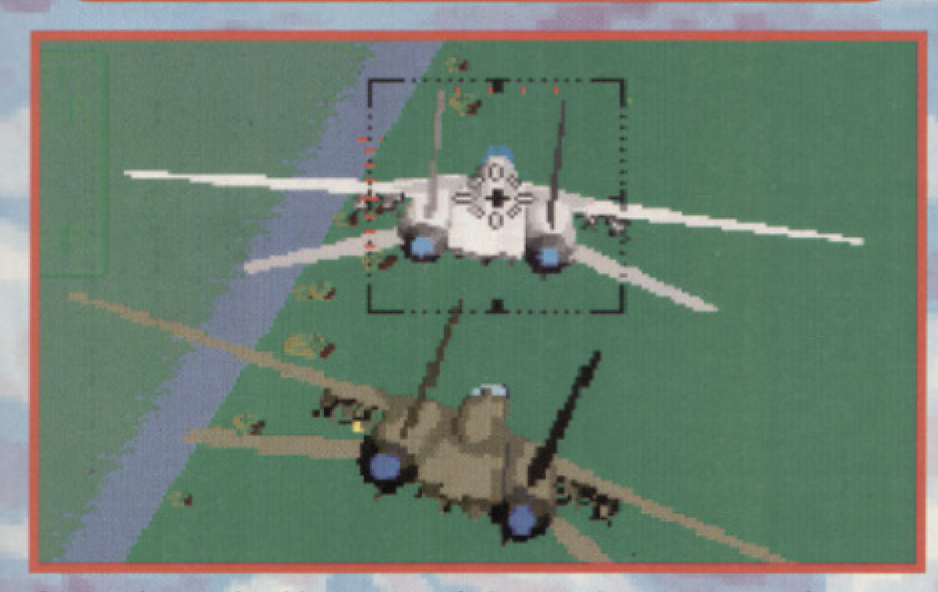


## IT'S IN THE AIR

Surely one of the conditions for becoming a fighter pilot in the US Air Force involves having your entire stomach removed! How else can a man or woman, cope with the gut-churning rigours of the common or garden sortie? Keeping out of danger in the air means evasive action where heat-seeking enemy missiles are concerned, and general ducking-and-a-diving in the name of life preservation.



## SHAKE IT, BABY, SHAKE IT!



If ever a bogey should tag your tail, Captain Constipation notifies you of the predicament. A cross-hair target appears on screen, representing the targeting system of an enemy fighter and then it's your task to shake the bounder off.

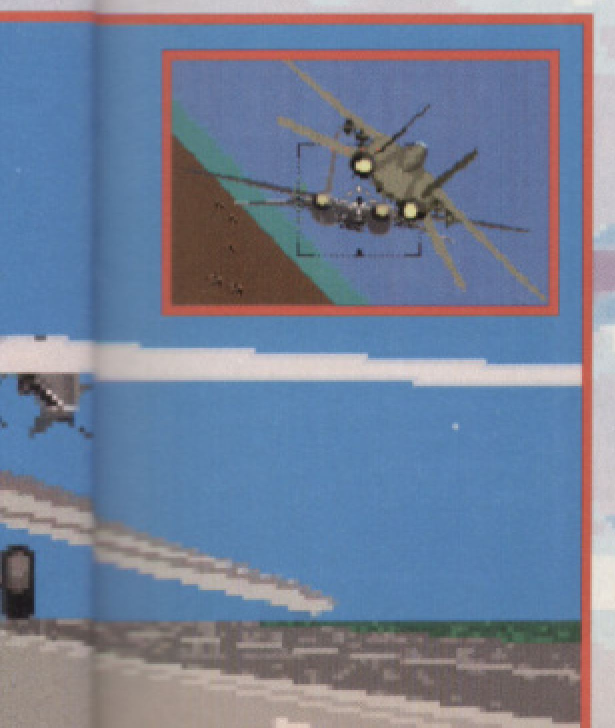
## COMMENT



PAUL

This is the most awful piece of software I have had the misfortune to lay my eyes upon in the past three years. Even Dark Castle has more pulling power than this collection of abominable sprites! Once the laughable, jerkily-animated intro sequence is passed, and suitably ignored, the action takes off and then nose-dives immediately. All that is required is to bank left or right the whole time and wait until the computer locks on to a target — with an infuriating bleep no less — then press the missile button. That and the occasional roll to avoid the dopey enemy artillery. It might be nice, then, to observe some pretty scenery as boredom knocks at the door. Yet no! Every location looks exactly the same as the last, apart from the ugly range of colour schemes, allowing boredom to stroll in, sit down and put his feet up for good. Everyone in the office who has played this game has walked away looking like a vacuous zombie, with stark disbelief radiating from behind glazed-over eyeballs! To mention the diabolical sounds in Afterburner III would be like kicking a man when he's down wouldn't it? Well the sounds are flippin' disgraceful too! I've never heard such a racket! Afterburner III is the worst game on the Megadrive, let alone the Mega-CD.





▲ *Wow, would you look at the quality of that plane. Gosh, I bet this games is dead good...*

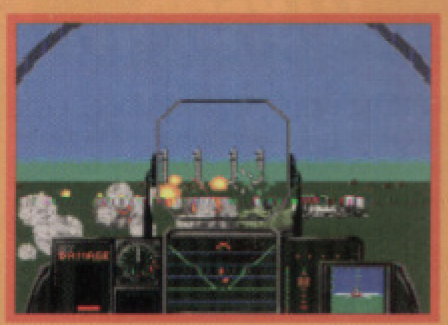
◀ *But hold on a minute, those backgrounds look a little, shall we say, uninspired.*

▼ *My God! I paid good money for this tragedy!*



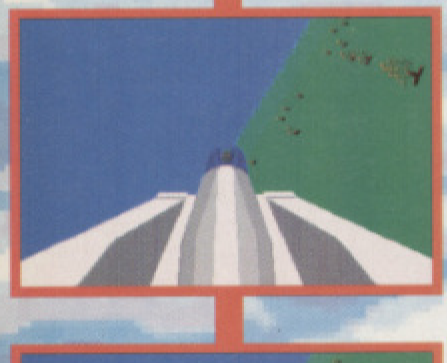

## PARTY AT GROUND ZERO

Every five stages the F-14 pilot is ordered to attack ground installations. Such a job requires the a cast iron nerve and a spare pair of pants. It is during these low level attacks that the aircraft is most to attack from the likes of tanks and underground bunkers. Other hazards of the lower altitudes present themselves in the forms of towers that are either blasted from their roots or best avoided.

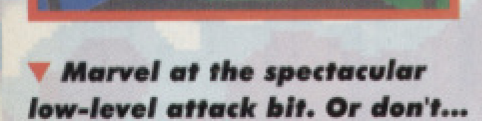


# REVIEW

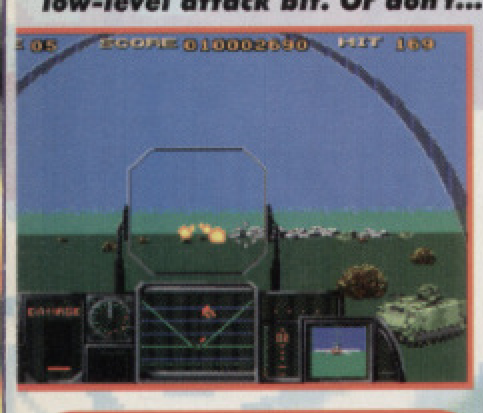








▼ *Marvel at the spectacular low-level attack bit. Or don't...*



## COMMENT



GUS

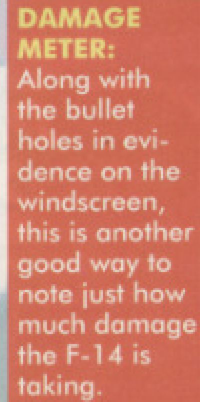
**The disc box boldy announces 'A super-real jet simulator', and you just might be led to believe it, considering Afterburner III has been trumpeted as the great 3D flying, oh-much-too-technical-to-be-bunged-on-a-cart game. The painful truth — it's more ultra-crap than super-real. Afterburner III is incredible, but only in a way that makes you wonder how it could have been so badly muffed. None of the sprite-scaling Mega-CD tomfoolery is in evidence, as bland two-colour backdrops shuffle past, 'super-real' blobs passing for trees, houses, missiles, planes... Graphically this effort makes the Quickshot Supervision look hi-res. Well, at least the sound will be good... Wrong! CRI must have nabbed the rights to all those tunes they play with Ceefax pages or the Test Card, because they sound exactly the same. The speech is crapola for a CD system. But the game! Man, the game completely does your head in because it just isn't there. Endless afterburners, endless missiles and an endless procession of jets that appear and disappear in a second. This is not gameplay! Let's be honest, the Mega-CD hasn't stirred waters abroad that much, and it's going to bomb even faster here if this is the standard of software support — because this dog is an affront to console games, even by 8-bit standards.**

◀ *Hit the afterburner, hit the afterburner you fool...*

## WHAT DOES THIS BUTTON DO? AIEEE...!!

Inside the F-14's cockpit the pilot is faced with an intimidating panel of flashing lights and confusing dials. It is possible to ignore them all and fly by the seat of your pants, but that isn't really recommended.





**DAMAGE METER:** Along with the bullet holes in evidence on the windscreen, this is another good way to note just how much damage the F-14 is taking.

**AIR SPEED INDICATOR:** Watch the indicator on this particular dial spin right off as the Afterburners are kicked into action!

**RADAR:** A screen that reveals the positions of enemy aircraft and any incoming missiles.

**THE SIGHTS:** An auto-locking cross-hair. The F-14's on-board computer bleeps when the target is locked on.

## TITULAR EXPERIMENTS

As the name of the game indicates, the F-14 is loaded with an awesome Afterburner facility that is exploited whenever evasive action is called for. Hit the appropriate button and the F-14 streaks into the horizon leaving the doddering opposition to flounder in its wake!



**LONG TERM REPORT**

| | |
|---|---|
| HOUR | ■□□□□ |
| DAY | ■□□□□ |
| WEEK | ■□□□□ |
| MONTH | ■□□□□ |
| YEAR | □□□□□ |

**BREAKDOWN**

| | |
|---|---|
| STRATEGY | ■□□□□ |
| ACTION | ■□□□□ |
| CHALLENGE | ■■□□□ |
| REFLEXES | ■□□□□ |

## PRESENTATION 80

▲ A mildly impressive intro sequence featuring the F-14 Tom Cat in action.
▼ Once this is over it is dull enough to prevent any future viewings.

## GRAPHICS 40

▼ Awful. Half of the screen is a blank sheet of colour, the other is a primary school standard rendition of grass. The sprites are amongst the worst seen on the Megadrive. What a waste!

## SOUND 56

▼ Dreadful. Some terrible muzac plays away and this is obliterated by a terrible bleeping sound accompanied by the mutterings of a man who sounds constipated. Another waste.

## PLAYABILITY 19

▼ Very minimal indeed. more enjoyment can be had by simply switching the machine off.

## LASTABILITY 16

▼ After the very first game most people would gladly run a mile, nay a marathon, before being forced to play it again.
▲ Good exercise.

## OVERALL 22

Afterburner III ranks as the biggest waste of potential we've ever witnessed as in a Sega game. Every aspect of the game is simply appalling. Whatever you do, DON'T BUY THIS!

Here's.. TOBY!

I'VE BEEN TRYING TO GET PAST THIS BIT ALL DAY...
MINDLESS ATROCITY
IT'S DRIVING ME MAD

OOH! OOH! CAN I HAVE A GO? CAN I? CAN I?
NAAH! GET OUT OF THE WAY!

GAME OVER
AUGHH! I'VE DIED!

...AND IT'S ALL YOUR FAULT!
POW!
DIE!

THAT'S ENOUGH, TOBY! ALL THESE GAMES ARE MAKING YOU VIOLENT! I'M TAKING YOU TO SEE A PSYCHIATRIST!
AAAK! CALL THE POLICE!

CHARLIE BROOKER™

SO.. ZO, TELL ME TOBY VEN DID YOU REALISE ZAT YOU WERE ZICK IN DER HEAD?
WELL, I WAS PLAYING "MINDLESS ATROCITY" ON MY MEGADRIVE...

"MINDLESS ATROCITY"? ZAT IS MY FAVOURITE GAME!
REALLY?

JA! I BOUGHT MY COPY CHEAPLY FROM ZE TOTTENHAM COURT ROAD COMPUTER EXCHANGE
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DOES ZIS ANSWER YOUR QUESTION TOBY?
WOW. COOL.

SUBJECT TO CHANGE + AVAILABILITY. TRADE ENQUIRIES WELCOME. GOODS SENT ONCE CHEQUE HAS CLEARED. "SUPERKAYLO", CHARLIE BROOKER'S OWN COMIC - £1·50 FROM US

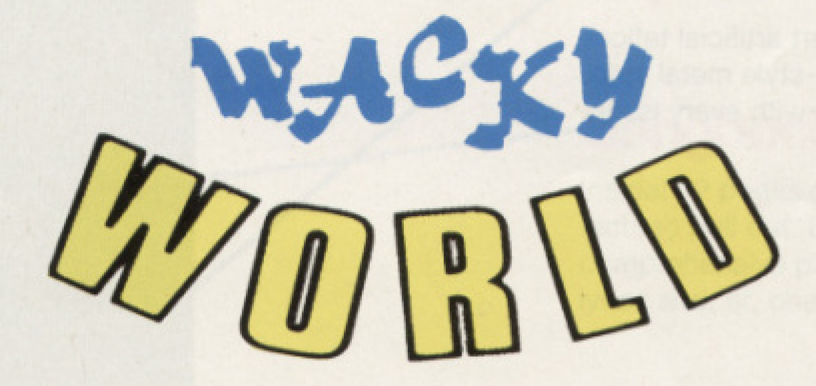
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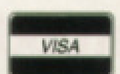
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# A Bluffer's Guid

## Funny Price

A snip at 36.00ASCH in Austria! And our Dutch friends will only have to fork out HFL 3.50.

## Title

A handy aid for shoppers! This familiarly robust typeface ensures one does not purchase an inferior brand (eg *The Daily Mail, Harry Secombe's Top Hymns Monthly, Improve Your Coarse Ploughing,* etc) from one's local newsvendor.

## Staple

Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - free!! - with every issue.

## Barcode

Great news for little kids in Japan. A complete mystery to everyone else.

(Germany DM 5.50 Holland HFL 3.50 Italy L2700 Singapore S $4.20 Canad

SMAS

Red A

EAST 17 HAVE ESCAPED AND

AAA

Gary Barlow tac

GET READY

Dirty nails! Smelly

THE FRANK

What plane

POSTERS! KEANU REEVES BAYWATCH

9 770260 300042 03

# SMASH HITS Get with

# de to Smash Hits

Canada CA$ ... 36.00ASCH) 70p ■ 20 JAN - 2 FEB 1993

SH HITS

Alert!

D AND HEY'RE OUT ON THE TOWN!

AAAARGH!

ow tackles the Biscuit Tin

ADY TO GRUNGE!

Smelly air! Goatee Beards!

NK AND WALTERS

t plane are they on?

ATCH JESUS JONES LES HILL WHITNEY HOUSTON

## Date

Indicates fortnightly frequency!

## Real Price

70p (in "new" money)

## Famous Personalities

In this instance a group of lads with wispy beards, odd hats, nans' hairdos and hunkin' chests for the girlies. Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Milli Vanilli.

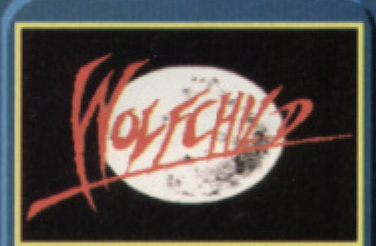
## Songbook

Inside! 12 pages of hit song lyrics and chart facts to pull out. Builds - week by week! - into a comprehensive pile of booklets with hit song lyrics and, er, chart facts in!

## Posters

Fast making wallpaper a thing of the past!

# h it every fortnight.










**PRICE** IMPORT

**BY** JVC

**RELEASE** OUT NOW

## OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
REPONSIVESS:OKAY
GAME DIFFICULTY:HARD

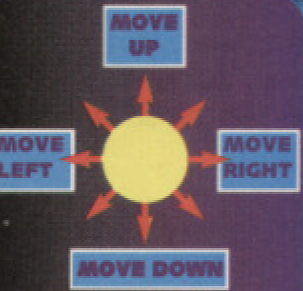
## 1ST DAY SCORE

End of level five

## ORIGIN

Wolfchild first manifested himself on home computers, most notably the Amiga.

## HOW TO CONTROL




**A** Fires your weapon and throws the punches.

**B** Makes wolfie jump.

**C** Lets off some highly handy smart bombs.

**S** Starts and pauses the game.

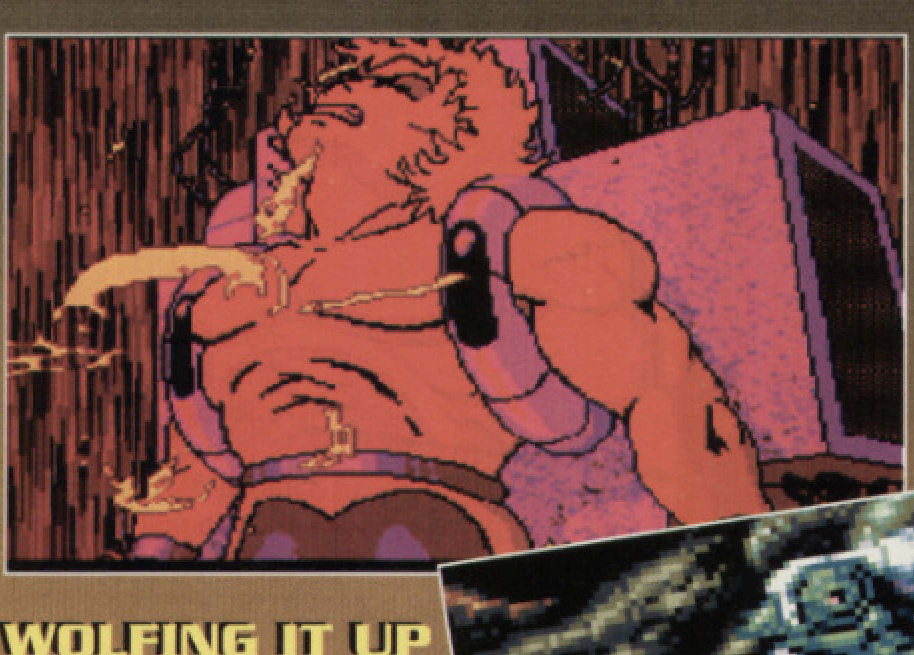
## HOW TO PLAY

Guide the wolf-type boy-thing using the joypad in the standard platform manner, killing Draxx's minions and picking power-ups up along the way.

# WOLFCHILD

Most kids, on finding their dear ol' papa nabbed by a bunch of bloodthirsty psychopaths would throw a strop, hide under a table, sucking their thumbs or call in the cops. But not young Saul Morrow. Oh no, this precocious brat, on watching via security camera his dad being tortured and kidnapped from his research lab by the notorious terrorists, Chimera, he leaps headlong into his father's prototype of the perfect war machine and activates... Project Wolfchild.

He is instantly transformed into a half-man, half-beast warrior with enormous strength, incredible psychic powers and an immunity to pain. Honey I Shrunk the Kids is small fry compared to this new epic — Honey I Turned the Kid Into a Monstrous Slobbering Beast. Hellbent On Revenge. Fuzzy face now sallies forth into the wilderness, determined to worry a few sheep, save his dad and stamp out the Chimeran top man, Karl Draxx.whose only ambition is to take over the world using Dr Morrow's mutant war machines.



## WOLFING IT UP

Although you start the game as a lad, you should keep your eyes peeled for the nifty little power-ups with lightning symbols on them. What's in them we don't know but it must be pretty potent stuff because a quick nibble of these is enough to put hairs on your chest... and your face... and legs and, all over really as well as making you spout fangs, have the constitution of an ox and become seriously 'ard. You remain in this state until enemy hits batter your vitality bar and reverts you back to a mere mortal. The maximum length of the vitality bar can be lengthened by picking up the EXTEND bonuses which allows you to take more hits as Wolfchild.

## MUTHA MAIMING METHODS

Each time Saul changes into Wolfchild he's given unlimited single fireblasts — these stay with you even when all else fails. But you can increase your mighty weapon (up to 99 maximum) by snatching up the various icons. Here's a run down of what's in store:

**DOUBLE FIREBLAST**: These weapons are few and far between. They have a powerful single shot capacity and fire much faster than the single variety.



**ARC BLAST**: This little beaut follows a curving path and is perfect for rooting out enemies trying to hide below you.
**FLAMER**: Ideal for breaking up parties, the flamer rips cheerfully through anything that's not bolted down. It stops only when it hits solid landscape.
**HOMER**: Nothing to do with the Simpsons, but as it's name suggests homes in with deadly accuracy on all and sundry — there ain't nowhere they can run.
**PLASMA BALL**: This zig-zags around until contact with the enemy and inflicts quadruple hits.
**THREE WAY**:This fires a stinging spray of three single-hit bullets.
**BOOMER**:The best weapon in the cache, the boomer swings around Saul's body like a boomerang and takes a double hit on anything it collides with.

▼ *Oh no, not again! Fly, fly you fool...*







▲ *They don't like it up em, them baddies!*

## BLOOMING BONUSES

It's not just weapon pick-ups on hand to young wolfie-babes, there's a heap of special bonuses available to give you a bit of oomph.These include Point Bonuses which comes in various sized and coloured orbs — the bigger the orb the higher the points. Collect enough letter to form the word BONUS for 20,000 or EXTRA for an extra life.Shield Bonuses give Saul limited invulnerability while restart bonuses must be collected throughout the game in order to start Saul from that spot rather than being dragged back to the beginning of the level when he snuffs it.



## PLANT ONE ON ME

Watch out for the killer undergrowth, Marlon! If there's one thing that's going to get right up Wolfgang's tail, then it's the mutant-schizoid death-dealing foliage that litters the second and third levels of the game. These take the form of little mushroom-like pods that have the unnerving habit of sprouting just when Saul is walking over them — doh! However, as your parents will no doubt vouch, some greens are actually good for you. And indeed, scattered throughout certain levels are various seed pods that strongly resemble, er, verdant mens bits actually. That aside, these useful pods reveal an even more useful power-up when shot. So think on next time you turn your nose up at sprouts.

▲ *You lookin' at me? You lookin' at ME? Well just who are you lookin at? I don't see anyone else here...*

## COMMENT

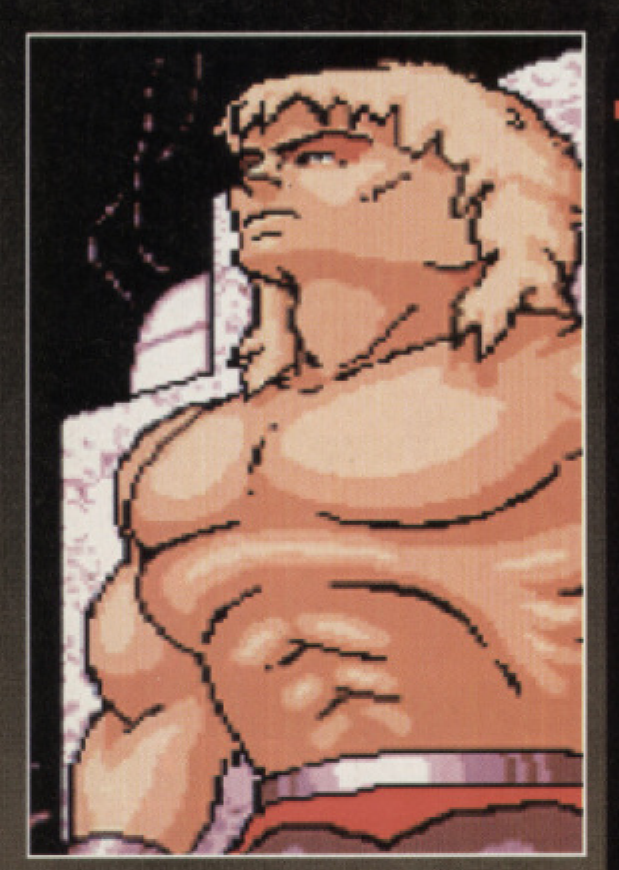


**RICH**

JVC has got a great reputation for putting out predominantly class products; the Mega-CD's a class machine from which we're all expecting great things Put the two together and you'd expect a particularly fine package — unfortunately with Wolfchild you can dream on. This game's the epitome of Mr Average — looks okay, sounds okay, plays okay. Now on the Megadrive this situation is a slight disappointment, but on the Mega-CD it's an unforgivable travesty. There's so much that could have been exploited — at the very least the soundtracks — but instead we're just stuck with a dull, samey platform blaster which is about as interesting and fun as a mouldy carrot. It may sound as if I am being too harsh about a game which isn't really all that bad but there's nothing more annoying than average tripe being churned out to the hopeful public when, with only a little more effort, the products could be so much better. On this one though, I'd give it a miss.

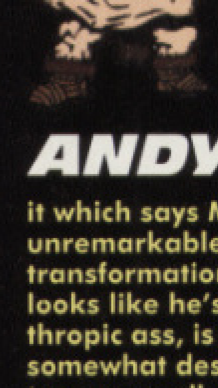


# REVIEW



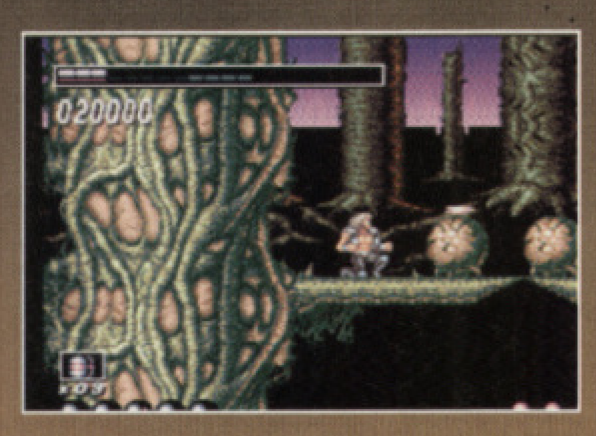
▲ *It, it's Gary Harrod... Nah!*

## COMMENT



**ANDY**

Grrr!I just don't see any point whatsoever in commiting software of this dubious quality to Sega's latest and supposedly greatest piece of hardware. Fair enough, Wolfchild is quite a repsonsive game and is moderately enjoyable in places, but there's absolutely nothing about it which says Mega-CD. The graphics are unremarkable, although the comedy wolf transformation sequence where Wolfie looks like he's being kicked up his lycanthropic ass, is bound to bring a slight, if somewhat desperate, smirk. The sound too, unusually for a CD game, is completely average. Even the lengthy animated intro is just plain non-magnificent. There's nothing to Wolfchild which couldn't be done on the Megadrive, and indeed, hasn't already been done in games such as Turrican et al — and we all remeber how great they were. So, whilst not quite the shambling disaster some of the earliest Mega-CD stuff was, Wolfchild is as unremarkable as Jaz having yet another motorcycle accident. Yawn!





▲ *I think 'That's Life' should see this!*





▲ *One of the more intersting bits of the game.*

| LONG TERM REPORT | |
|---|---|
| HOUR | ■■■■□ |
| DAY | ■■■■□ |
| WEEK | ■■■□□ |
| MONTH | ■□□□□ |
| YEAR | ■□□□□ |

| BREAKDOWN | |
|---|---|
| STRATEGY | ■■■□□ |
| ACTION | ■■□□□ |
| CHALLENGE | ■■■□□ |
| REFLEXES | ■■□□□ |

## PRESENTATION 49

▲Fairly long and detailed intro sequence…
▼But it's pretty naff and you can find much better examples on the Megadrive never mind the Mega-CD!

## GRAPHICS 52

▲The sprites are moderately detailed
▼But they are too small and backgrounds are utterly basic considering the capabilities of the Mega-CD

## SOUND 61

▲Reasonably atmospheric tunes
▼But at the risk of sounding repetitive, they should be far, far better on this machine.

## PLAYABILTY 51

▲Easy to pick up and control, for what it's worth.
▼This slightly repetitive gameplay is extremely dated and offers nothing new to players.

## LASTABILTY 56

▲Nine long, sprawling levels to explore means you won't get through it *too* quickly. Maybe.
▼But it's all very samey, unchallenging and uninteresting. Nothing worth revisiting.

## OVERALL 57

A good example of the Mega-CD — at its worst. The game's not totally awful but the Mega-CD's capabilities are not used in any shape or form which makes for a very disappointing.product.











| | |
|---|---|
| PRICE | £39.99 |
| BY | SIMS |
| RELEASE | MARCH |

## OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: NONE
REPONSIVESS: GOOD
GAME DIFFICULTY:EASY

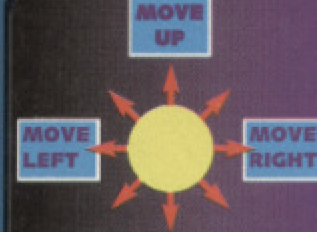
## 1ST DAY SCORE

COMPLETE GAME

## ORIGIN

Originally a Sega coin-op where you clambered into a red Ferrari and raced around the USA. This is a future version.

## HOW TO CONTROL




**A** Brake

**B** Accelerate

**C** Change gear

**S** Starts and pauses the game

## HOW TO PLAY

Race along the third person 3D perspective roadways, beating the crushing time limits imposed by the Outrun authorities.

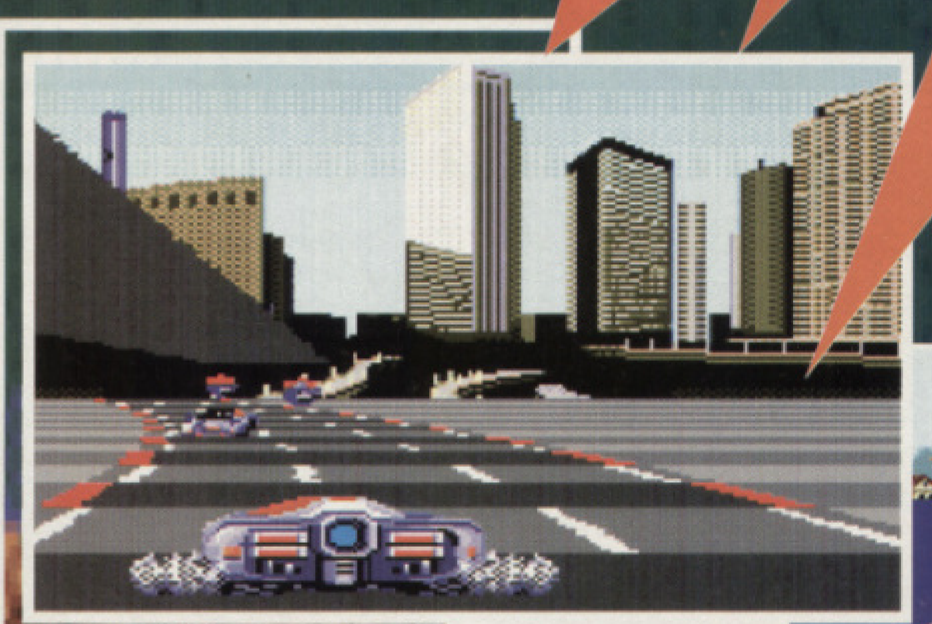
# OUTRUN 2019

It is the 21st Century, but still the practice of driving automobiles dangerously at high speed (referred to by psychologists as the Rignall Syndrome) has a special meaning amongst the fast car-owning section of population.

In fact, they've bought up a section of the legendary Junker's High in which to race their fine motors. You are one of these drivers. It's your task to power-up your automobile and get racing! Standing between you and the end of Junker's High are five stages of high-speed 3D action.

Can you complete each of the 25 sections within the allotted time limit? Moreover, will your performance beat the other participants in this, the most deadly game of all: Outrun 2019?



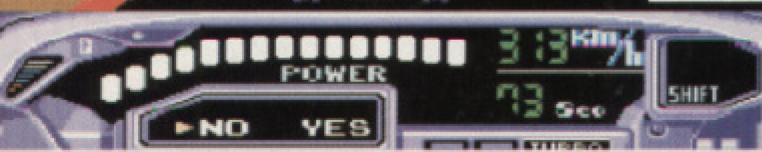



## TOP GEAR

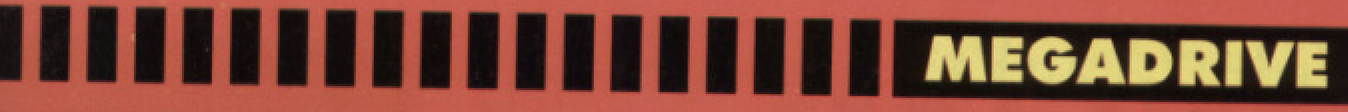
Your 21st Century Futuremobile has a surprisingly simple transmission. For building up start, use the LOW gear. When your engine starts to red-line, switch to HIGH for a better top speed.

Alternatively, if you're completely lazy, you can get the computer to change gear for you. The problem here is that you lose precious seconds in acceleration.






▲ *Get out of the road!!! Blimey, Sunday drivers. eh?*



five

ec-

the
adly






▲ *Some of them buildings cuold do with a bit of a clean*

## A BRIDGE TO FAR

Outrun 2019 has a number of interesting new features, the best being the inclusion of bridges and suspended roadways. Players have the choice to either stay on terra firma, or drive up ramps onto the suspended motorways! Best of all, once up there, you can look down on the road below. In fact, to aid this, some of the raised motorways are made out of transparent plexiglass. Later levels have booster pads that shoot you up or down onto different roads!

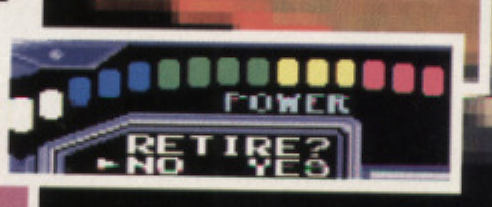
▸LEVEL EASY
TRANSMISSION AUTOMATIC
BGM 00
SE 0
SOUND BGM/ON SE/ON
SRAM CLEAR
EXIT

▲ *And only one careful, lady owner!*

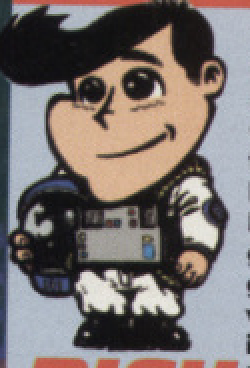
TRY AGAIN

## SNAP FEATURING TURBO B

Just like KITT in Knight Rider (remember that?), your car has a fine turbo mode! When you start to red line your motor in top gear, the power meter begins to flash.After a while, this pent-up power is released in a massive burst of plasma energy — propelling your car onwards at incredible speed!




## COMMENT



**RICH**

**Outrun 2019 is a cross between Outrun and the Super NES game, F-Zero. The game has got some very good ideas. I like the idea of the suspended motorways and the transparent roads — both of which are probably going to be copied. However, the game itself has a number of irritating faults. First of all, there's the fact that the game is so easy. In EASY and NORMAL modes, it's a doddle to complete. Only HARD has any challenge whatsoever. What a waste. I grew bored of the game very quickly. The only difference between each stage is the scenery — and even that is re-used God knows how many times during the game. Also, the gameplay itself is remarkably limited. Apart from overtaking other cars and taking corners, there's very little to keep you occupied. Outrun 2019's saving grace is that it is quite playable and easy to get into. The problem is, the enjoyment is just too short-lived. Other than besting your previous performances, there's nothing to bring you back.**

REVIEW

OUTRUN 2019

| LONG TERM REPORT | |
|---|---|
| HOUR | |
| DAY | |
| WEEK | |
| MONTH | |
| YEAR | |

| BREAKDOWN | |
|---|---|
| STRATEGY | |
| ACTION | |
| CHALLENGE | |
| REFLEXES | |

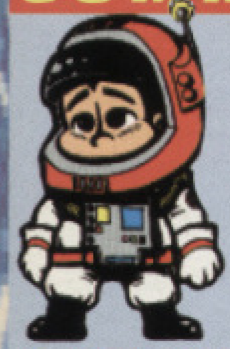
## OUTRUN 2019: OR IS IT

Does this game look familiar? Well, faithful MEAN MACHINES readers should recognise it immediately as the Japanese game, Junker's High. Only superficial differences (like the name) separate it from its Japanese cousin.



▲ Wheee!

## COMMENT



ANDY

I was lumbered with the task of having to do the frame grabs for this, presumably because Rich considered it too beneath him! So, recalling the travesty that was the original Outrun, it was with no little trepidation that I sat down to play... And, blow me if I didn't start sort of enjoying it! Outrun 2019 is by no means an impressive title, it is just middle of the road (groan!). The graphics are moderately detailed and do their jerky best to convey the speeds at which these futuristic cars are presumably supposed to travel. The music too takes the path of least resistance and bounces along happily enough, apart from the effects which are truly sad — the engine sounds like a hamster farting and the skidding effect makes you wonder who is doing the shooting. The gameplay is responsive and easy to get the hang of, but is lacking in any real challenge, although things get a little more interesting in the ramp-ridden later levels. All in all, a mediocre affair and, as such, I would recommend that players in search of high-speed thrills check out the excellent Super Monaco's I and II or Lotus Turbo challenge before you consider this.




▲ Grrr! It's the same lot again. Move over!!!




▲ That's your house, that is.

## YOU'RE A RECORD BREAKER

Thankfully, Outrun 2019 manages to keep a track of your record-breaking performances without the slightest hint of an appearance from Roy Castle or Norris McWhirter. Instead, you select the appropriately titled RECORDS option from the title screen and then see if your efforts have been recorded for posterity. Outrun 2019 preserves your records on battery backed-up memory, enabling you to come back at a later date and try for the title again.

### PRESENTATION 77

▲An okay-ish intro kicks the game off, and the options sheet is good. The records option is a nice idea.

### GRAPHICS 75

▲Some of the backdrops are excellent, and the roadside obstacles are generally quite good.- However, the 3D update is quite jerky and some of the colour schemes are incredibly tasteless.

### SOUND 57

▼The engine noises are pathetic! The music is equally bad, boasting instantly forgettable tunes that you'd turn off immediately were it not for the flatulent sound effects you'd be left with.

### PLAYABILTY 72

▲On the plus side, Outrun 2019 is very fast and quite playable to begin with.

▼But it soon becomes clear that the game hasn't got the depth or variety to cut the mustard.

### LASTABILITY 50

▲The idea of retaining your records is a good one

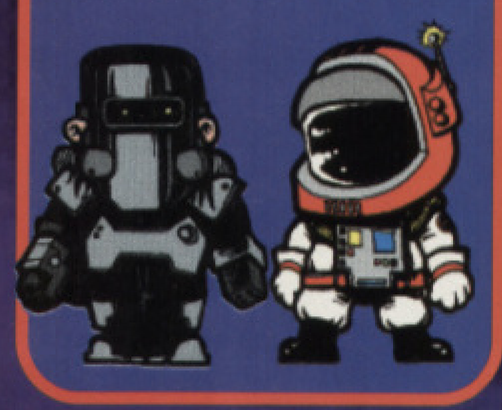
▼The problem being that the game's easiness, blandness and lack of variety is more likely to keep you away.

### OVERALL 66

Outrun 2019 is packed with decent ideas and is quite playable, but the game is sadly let down by being way too easy and lacking severely in the variety department. A disappointment.

# LOOKBACK

Welcome to Lookback where we jump aboard our time machine and travel back two years to see what we were reviewing then, and how those games would do today. The magazine under scrutiny is issue six, and the people wearing their shiny silver time-travelling suits are Rich and Jaz.






## AEROBLASTERS

MACHINE: MEGADRIVE
BY: KANECO

Yet another horizontally scrolling shoot 'em up, based on the moderately successful coin-op. Oddly enough, Sega never officially released this game.





### WHAT WE SAID THEN

**JAZ:** Aeroblasters is a thoroughly enjoyable and good looking blaster which is well worth adding to your collection — as long as you haven't got several games of this type already.

**MATT:** It certainly kept the MEAN MACHINES team occupied for a while, but it wasn't long before we were all going back to Gynoug for our shoot 'em up thrills.

### WHAT WE SAY NOW

**JAZ:** I'm not surprised that Sega never released this officially. Although it's fun, it's not very original, and there are loads of better horizontally scrolling blasters around — Hellfire, Gynoug, Thunderforce III and IV are just a few I can think of. Presentation, graphics and sound are fine, but the other marks should all drop by 15%.

**RICH:** As far as I'm concerned, unexceptional examples of this genre are the Last Train to Yawn Central. I'd knock 15% off each mark (apart from graphics and sound). These days we mark easy games like this far harsher. Aeroblasters is okay, but as we said then, Gynoug is the superior game

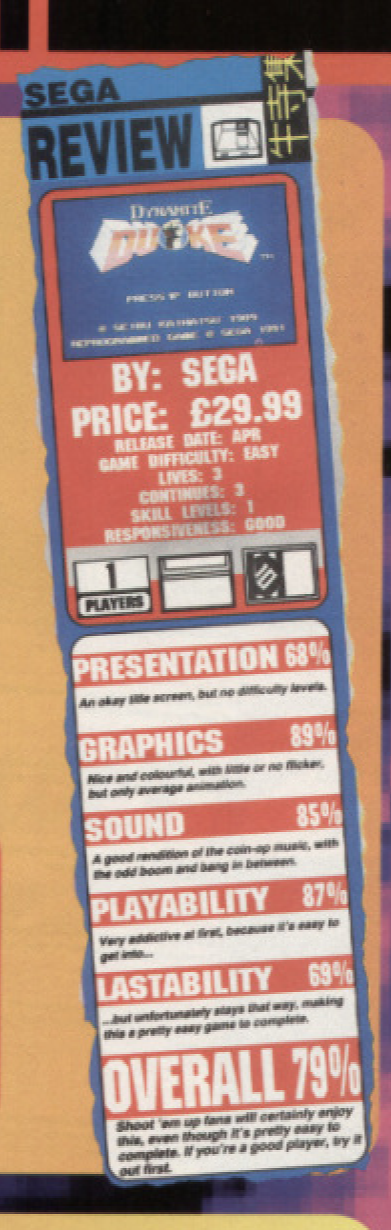
## DYNAMITE DUKE
MACHINE: MASTER SYSTEM
BY: SEGA

Blast meanies and collect power-ups in this playable conversion of the not-really-that-successful coin-op.

### WHAT WE SAID THEN
**JAZ:** I was kept at the Sega for a solid few hours before I thought it was time to write something about it.
**MATT:** Hardened gamesters will find themselves completing this within a few goes.



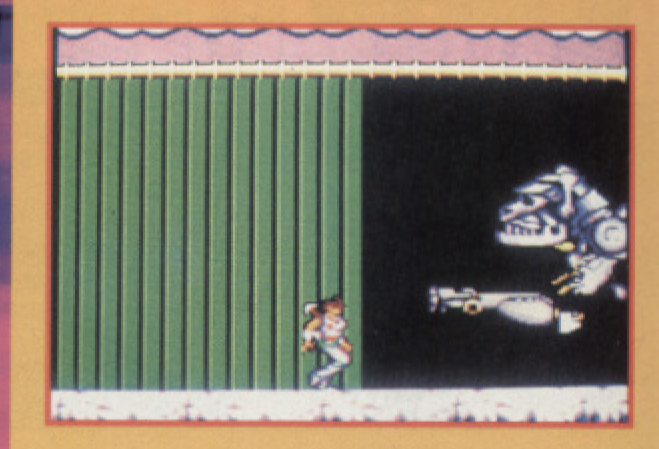
### WHAT WE SAY NOW
**JAZ:** At the time this kept me occupied for a few hours, but I wouldn't spend that much time playing it now. The shooting action has aged pretty badly and nowadays I'd knock 15% off all the ratings
**RICH:** This holds little interest for me now. Granted, it's fast and very playable, but it is way too easy. Take away 10% from each category and I'll be a tad happier with the review.




## STRIDER
MACHINE: MASTER SYSTEM
BY: TIERTEX

Capcom's legendary coin-op was converted on to the Master System and met with very a decidedly lukewarm reception from the MEAN MACHINES boys.

### WHAT WE SAID THEN
**JAZ:** As it stands, even the biggest fans of the coin-op will be very disappointed.
**MATT:** To say I'm disappointed with this is the greatest understatement of the year. Strider may have smooth scrolling and okay sprites, but the playability is sadly lacking.



AERO BLASTER
BY: KANECO
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: 5
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: SLICK
1-2 PLAYERS

**PRESENTATION 76%**
A nice feel to the game, though there are some very annoying pauses between each level.

**GRAPHICS 78%**
Fast, smooth scrolling, reasonable sprites and nicely defined backgrounds.

**SOUND 61%**
Unremarkable tunes compete in their mediocrity with the unexciting spot effects.

**PLAYABILITY 86%**
Easy to pick up and play, with some nice power-ups to keep interest high.

**LASTABILITY 71%**
Too many continues mean that some blasters will be able to complete this on their first go!

**OVERALL 80%**
A great two-player blast, but falls short in the thrill-stakes to compete with Hellfire or Gynoug.

## DYNAMITE DUKE
MACHINE:MEGADRIVE
BY: SEGA

Just like the Master System version really. Blast meanies, collect power-ups and, um, not a lot else really.

### WHAT WE SAID THEN
**JAZ:** It's very addictive at first, but lacks lasting appeal. There are extra difficulty levels, but really they don't make the game that much harder.
**MATT:** Dynamite Duke fails to really enthral because it becomes very repetitive after a couple of days.

### WHAT WE SAY NOW
**JAZ:** Like the Master System version, this has aged badly compared with today's games. Once again, 15% off all the marks.
**RICH:** Boring, boring, boring. If this game were reviewed now, it'd get 15% less in the playability, lastability and overall categories. It's just too repetitive and easy to make for a worthwhile purchase.






BY: SEGA
PRICE: £39.99
RELEASE DATE: APR
GAME DIFFICULTY: EASY
LIVES: 1
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
1 PLAYERS

**PRESENTATION 63%**
A fair selection of difficulty levels, but not a lot else.

**GRAPHICS 82%**
Very nice indeed, and remarkably close to those of its coin-op parent.

**SOUND 80%**
Nothing too astonishing - the usual mix of bangs and booms.

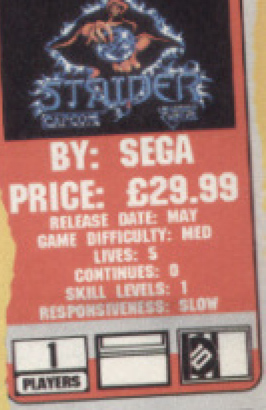
**PLAYABILITY 89%**
Really rather entertaining, and quite easy to get into.

**LASTABILITY 67%**
Lacks long-lasting appeal because it's rather easy to complete. The difficulty levels add a bit of challenge.

**OVERALL 79%**
Again, a pretty decent conversion of the coin-op, but only Operation Wolf fans will want to play this for any length of time.

### WHAT WE SAY NOW
**JAZ:** I thought it was flaccid then, and it looks flatulent now. Graphics and sound down by 12%, playability 54%, lastability 42% and overall 47%. Whichever way you look at this, it's simply a very farty game.
**RICH:** I think the reviewers were more than generous with this limp conversion of the arcade giant. It got a pretty average mark, but looking at it now, I see a below average game. Deduct 15% from each mark.






BY: SEGA
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: MED
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SLOW
1 PLAYERS

**PRESENTATION 70%**
A pretty title screen, but that's about it. No gameplay options or anything.

**GRAPHICS 77%**
The backdrops are good and the sprites are great.

**SOUND 33%**
The Master System attempts to sound like the coin-op and fails abysmally.

**PLAYABILITY 72%**
Dodging the enemy flak is rather difficult and the task soon annoys beyond belief.

**LASTABILITY 61%**
Five large levels, but the frustrating gameplay and poor control method is incredibly off-putting.

**OVERALL 67%**
A great looking conversion, but Strider's high frustration level and p... playability makes it a big disappointment to play.

# GYNOUG

MACHINE: MEGADRIVE
BY: SEGA

Scroll around the backdrops, blasting the bio-mechanical meanies and generally kicking xenomorph ass (as we like to say).

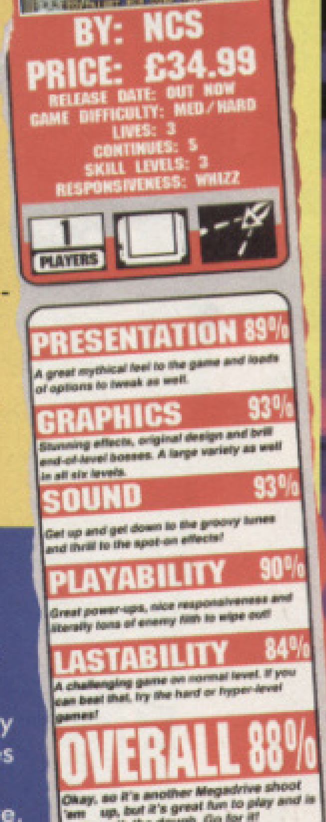


## WHAT WE SAID THEN

**JAZ:** Gynoug is packed with playability and sports some stunning graphics.
**MATT:** Hellfire is slightly more playable, but if you're a shoot 'em up junkie who has tired of that classic, check this out.

## WHAT WE SAY NOW

**JAZ:** Great stuff! It's tough, challenging, gory, and good-looking — everything a decent blaster should be. Gynoug still looks great compared with today's blasters, and I'd give it the same marks now as it got then.
**RICH:** Gynoug has aged slightly, but it's still one of the best blasters for the Megadrive, comparing very favourably with new games like Biohazard Battle. I'd leave the marks as they are.


BY: NCS
PRICE: £34.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: WHIZZ
1 PLAYERS

PRESENTATION 89%
A great mythical feel to the game and loads of options to tweak as well.
GRAPHICS 93%
Stunning effects, original design and brill end-of-level bosses. A large variety as well in all six levels.
SOUND 93%
Get up and get down to the groovy tunes and thrill to the spot-on effects!
PLAYABILITY 90%
Great power-ups, nice responsiveness and literally tons of enemy filth to wipe out!
LASTABILITY 84%
A challenging game on normal level. If you can beat that, try the hard or hyper-level games!
OVERALL 88%
Okay, so it's another Megadrive shoot 'em up, but it's great fun to play and is well worth the dough. Go for it!

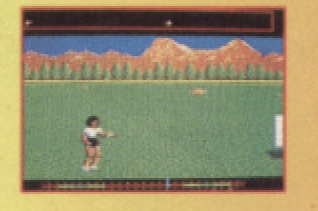
# CALIFORNIA GAMES

MACHINE: MASTER SYSTEM
BY: SEGA

Become a Californian surfing dude with the aid of this classic cart which simulates Half piping, foot bagging, surfing, skating, BMX and the fine sport of the flying disc.

## WHAT WE SAID THEN

**JAZ:** I've played California Games more than any other Sega game — it's tough, challenging and very addictive.
**MATT:** The array of sub-games and the skills needed for each event in California Games makes this one of the best multi-player games about.








SEGA REVIEW

BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: SUPERB
1-8 PLAYERS

PRESENTATION 92%
Heaps of options, up to eight players and there are practice and competitive modes - you can even choose a sponsor!
GRAPHICS 93%
Wonderful attention to detail throughout the games, great animation and plenty of amusing touches.
SOUND 85%
This is as funky as the Sega gets, with good tunes and great spot effects.
PLAYABILITY 95%
Varies from game to game, but always very high.
LASTABILITY 91%
Multi-player options and tricky-to-master techniques keep you coming back to break your records.
OVERALL 93%
Varied challenges, superb animation, and loads of challenging fun!

## WHAT WE SAY NOW

**JAZ:** California Games is the only really decent multi-event sports simulation available on the Master System. Everything I said then is just as true today, and the marks are still spot-on. If you haven't got this game in your collection, go out and buy it — it's fab!
**RICH:** I actually think that this game was underrated by Matt. California Games is still one of the greatest Master System carts money can buy. I'd mark lastability up to 97% and award this worthy game 96%.

# PACMANIA

MACHINE: MASTER SYSTEM
BY: TECMAGIK

PacMan is an arcade classic, and this sequel is exactly the same but in 3D! Oh, and you can jump over the ghosts as well. Crikey.

## WHAT WE SAID THEN

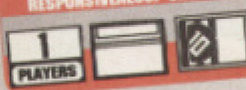
**JAZ:** It's incredibly slick, with fast, smooth and colourful graphics and really addictive gameplay.
**MATT:** This has to rate alongside Gauntlet as the most outstanding Master System conversion yet!

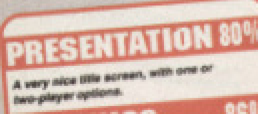
## WHAT WE SAY NOW

**JAZ:** Pacmania has aged badly. It's a brilliant conversion of the coin-op, but the gameplay simply doesn't have any long-term staying power. Nowadays I'd knock 17% off all the marks.
**RICH:** I know that this is still technically polished, smooth and playable, but the concept is millennia old (well, almost) and just too simple to sell for £29.99. It's a great conversion, but I'd still have to give it around 74% overall because it so repetitive and quite short-lived.



BY: TECMAGIK
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GREAT


1 PLAYERS



PRESENTATION 80%
A very nice title screen, with one or two-player options.
GRAPHICS 86%
Excellent full-screen graphics that bear a remarkable resemblance to the coin-op.
SOUND 83%
A nice rendition of the arcade music, with the familiar "wacka wacka".
PLAYABILITY 91%
So easy your granny's cat could play it, and extremely addictive from the word go.
LASTABILITY 84%
Loads of skill levels and a mystery level to keep PacFans happy for weeks and weeks.
OVERALL 90%
A brill conversion of a great coin-op, and a game that you'll play again and again.

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# RAINBOW ISLA

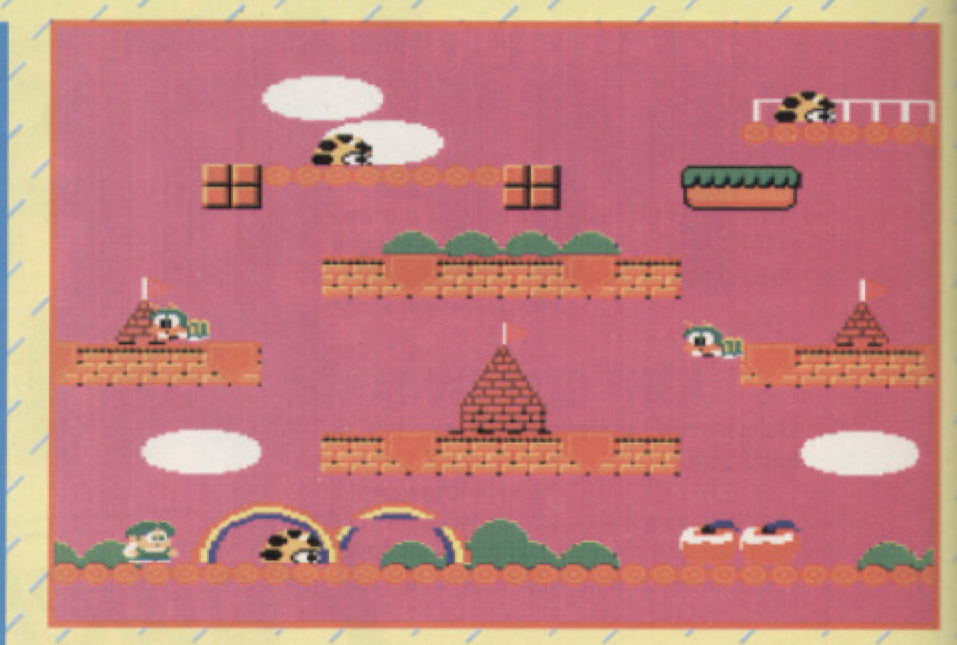
Yes it's true! Rainbow Islands, widely acclaimed as one of the greatest platform games ever devised, is coming out for the Master System, and what's more, it's looking mega!

You control young Bub, recently returned to human form following his adventures in the game Bubble Bobble. Unfortunately, his jubilations are cut short by the Boss of Shadow's invasion of his homeland, the Rainbow Islands.

It's down to Bub to save the day, armed with the power of the rainbow — bequeathed to him by his parents. His rainbow power enables him to blast meanies and construct new platforms for him to climb!

But things aren't going to be easy. At the end of each island lies a hideous boss, just waiting to kick the cack out of Bub! You'll need all your cunning and instinctive reflexes to survive.

From our first look at the completed version from Sega Europe, the game looks extremely good, but you'll find out for sure when we review it in full in the pages of next month's MEAN MACHINES SEGA!



*Listen pal! This rainbow's loaded and I'm not afraid to use it!*






*Promises, promises honey!*

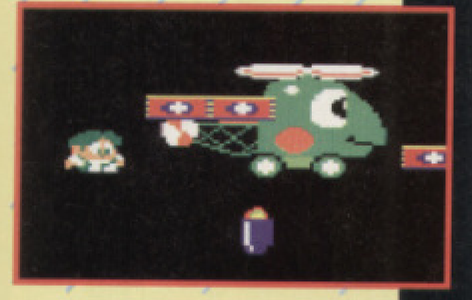



*Good shot old chap!*



| BY: SEGA | PRICE |
|---|---|
| 1 PLAYERS | TBA |
| | RELEASE MARCH |

Rainbow Central



Phwooar! Wotta chopper!

ANDS

# SPIDER-MAN

## REVENGE OF THE SINISTER SIX

Marvel's 30-year-old web-slinger is back in action on the Game Gear! This time, Spidey's in real trouble. His arch-nemesis, Dr Octopus, is planning a ruthless scheme to take over the entire world! To aid his cause, he's brought in some of Spider-Man's deadliest enemies, including Hobgoblin, Sandman, Electro, Mysterio and the Vulture.

What this generally boils down to is a scrolling, web-slinging violence fest, as Spidey traverses the levels, punching and kicking the seven shades out of the Sinister Six's warped minions in his quest for justice.

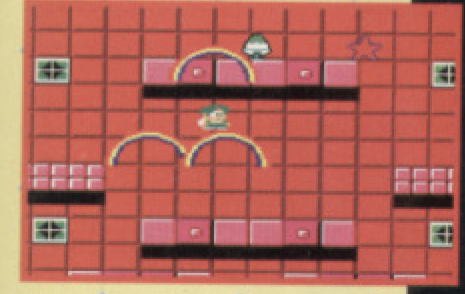
Comic fans may be quite pleased to discover that Revenge of the Sinister Six is based on an actual comics series in the Spider-Man magazine (although in the comic it took Spidey plus the Hulk, Deathlok AND the Fantastic Four amongst others to save the day, and they don't crop up in the game! — Rich).

Any road up, Spidey's finished and ready for review. What's more it's looking right tasty with some decent graphics and smooth, fluid action. But is the game any good? Look out for next month's MEAN MACHINES, for it contains the answer to that very question.

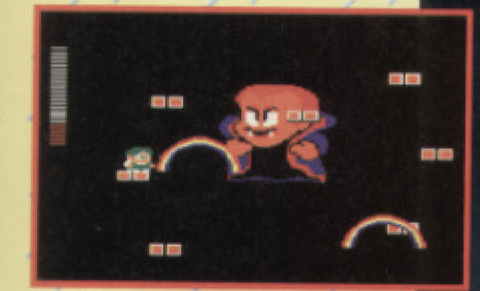




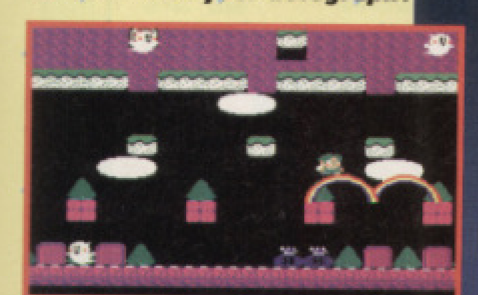




Hmm, nice pair of bumps!



Can I have your autograph?



# CRASH DUMMIES

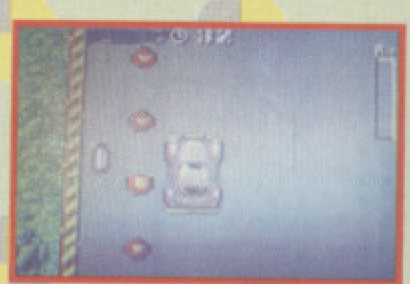
If like us you're sick to death of rescuing poxy princesses and spending all your time saving yourself from a fate worse than life get into this great new Game Gear experience from Acclaim — Crash Dummies.

As the name suggests, you play the kind of dummy who used to go screeching through windscreens in various road safety ads the ones that encouraged you to go Clunking and Clicking Every Trip like a deranged chicken.

Vince and Larry the two wise-cracking dummies have got themselves jobs as stuntmen and in their whacky world, far from saving your skin, you must do everything possible to smash yourself to pieces.

Dabble with death as you leap with sad abandon off skyscrapers, test out new cars and yes, you've guessed it, smash headlong into brick walls, try out treacherous ski slopes, work in a bomb factory and then, as the fait accomplis, coax a guided missile towards its target. Naturally, there's not much that can harm you since you're just one off from a scrawny scarecrow, stuffed with straw but watch out for fire because because that snuff you out like a candle.

From what we've seen so far, this game is graphically a goody. As to the gameplay, the idea is certainly refeshingly original and seems to be really good fun but watch future issues for a full update.

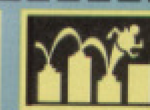


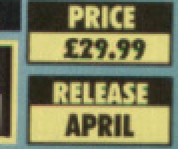












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### GROUP B

***All games for sale at £25.00 or swap for £6.00***

688 Attack Sub, Immortal, Kid Chameleon, Turbo Outrun, Joe Montana, Krusty's Fun House, Desert Strike, James Pond 2, Buck Rogers, Winter Challenge

***Only top titles accepted for these – call for availability.***

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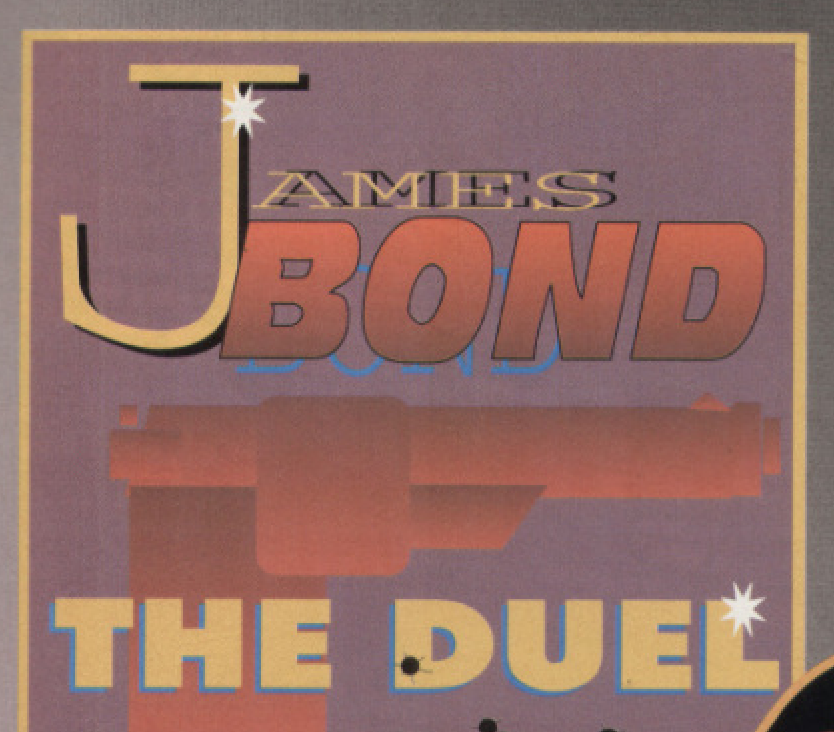
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**VIDEO GAMES OF AMERICA (UK) LTD**
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Dice with death, fondle a few bimbos, curdle your liver with excess martinis, save the world and still get home in time for Eldorado with this spy-catching new Master System offering from Domark.

Your name is Bond, James Bond, alias 007 — super spy extraordinnaire and a bloody good job you are too because this game has some tough cookies to crack and you're the only guy with the teeth for it.

So dental floss those gnashers, rinse out with super strength mouth wash and get ready for some red hot trundle-along-some-platforms-killing-mutant-scuzzball action.

Public enemy number one is a certain bad-toothed, halitosis-ridden genius, — Professor Greypen who's devised a cunning plan to overthrow the world governments and presumably rot the population's toothy pegs.

Using the mass of cash sucked out of the arms trade, he's built a swanky island in the Pacific from where he plans to launch a deadly high-powered laser station into outer space. From its geo-stationary orbit, it willdestroy any earthly target which takes his fancy.

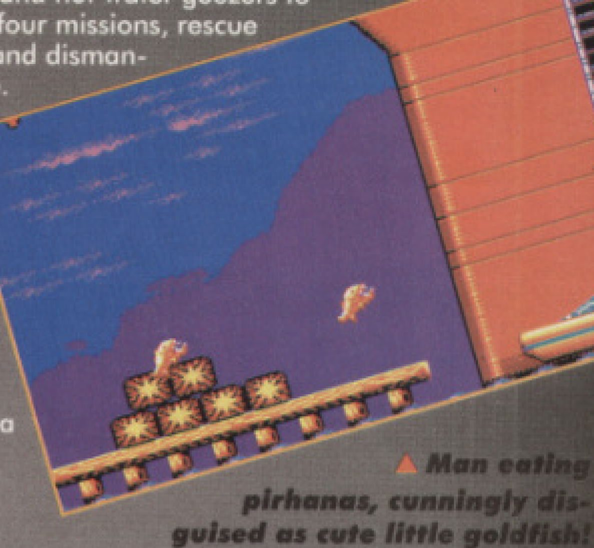


The world leaders, upset that their illegal shares in the mouthwash industry may soon be worth diddly-squat, have sent all their best agents to foil the plot, only to have them killed in a particularly spiteful manner..

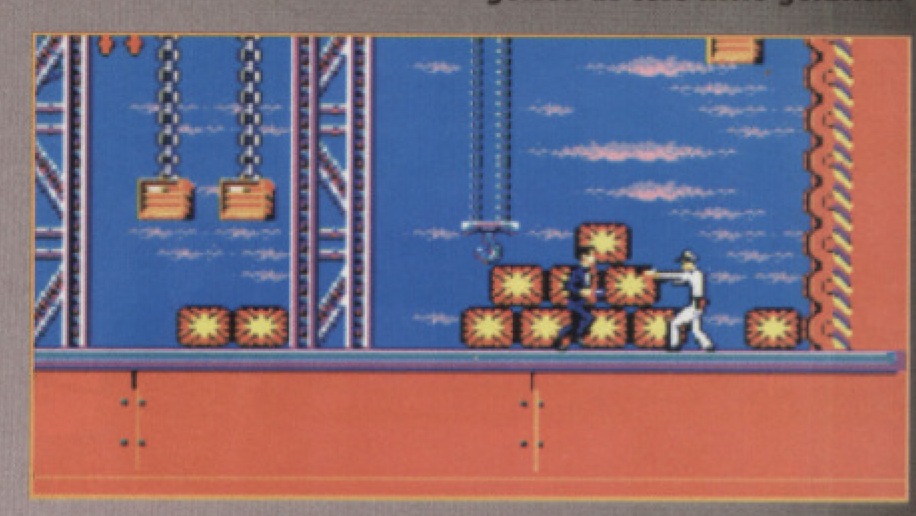
You as Bond are the last chance to outwit Greypen and his deadly allies including Jaws, Bones and Oddjob, through 12 levels. Avoid robotic fish, porthole snipers, sentry robots, lava balls, plasma spheres and hot water geezers to complete your four missions, rescue the hostages and dismantle the shuttle.

Good old Q has fortunately for you pulled his finger out and strategically placed caches of goodies — extra missiles, grenades and extra lives and points — throughout the game.

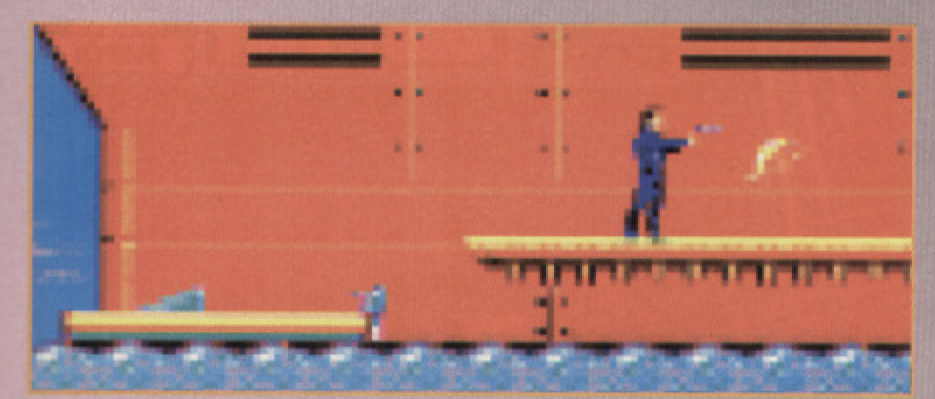
From our early look at James Bond — The Duel it's looking like it could be a pretty smart, fast-moving platform action game. But just in case we've been deceived by first impressions, we'll give you a full review in the next issue of MEAN MACHINES SEGA — miss it and DIE!



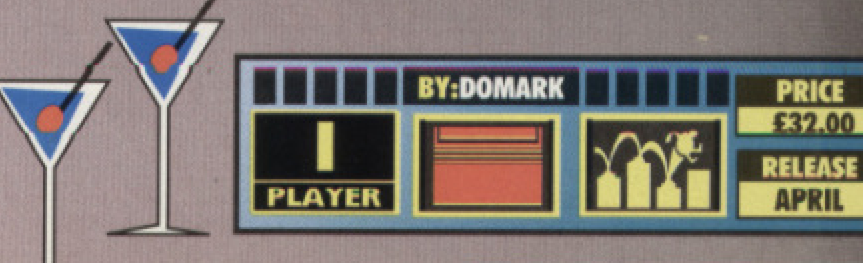
▲ ***Man eating pirhanas, cunningly disguised as cute little goldfish!***



▲ ***Okay Bond, hand it over, I know you've got a girl in there!***



▲ ***Heavy boxes keep falling on my head... tra la la!***



PREVIEW

# KRUSTY'S FUN HOUSE




▲ H, H, H, Hi Kids!

▲ Fisting action, courtesy of young Bart!

▲ My, I wish mine was like that!

So why are we printing pics of Krusty's Fun House, since it's been out ages? Well, your eyes are deceiving you because these are screenshots from the MASTER SYSTEM version of the game! You may be forgiven, though, because they are so amazingly close to the 16-bit original as makes no difference.

For those who missed the Fun House capers the first time round, Krusty's is a maze platform game with strategy overtones — that mouthful means it's basically a groovy Lemmings clone with loads of action. You are Krusty the Klown, traditional provider of entertainment for the Simpsons family, and your objective is to clear the Springfield Fun House of the assembled vermin who have shacked up there. For this monumental task, you have made a pact with the Simpsons, and they are helping you by constructing elaborate machines to dispose of the rats.

Your job is to guide the rats to the machine, helping them over walls and guiding them through pipes. The Fun House is split into four levels, each subdivided into ten chambers. The last chamber to each level holds the key to the exit, and a password code, allowing you to carry on from where you left off. As levels progress, the exotic backdrops and peculiar enemies are constantly changing, as the puzzles are becoming harder. Diversity is the name of the game, as one minute you're jumping palm trees and snakes; the next it's futuristic metallic rooms patrolled by laser 'droids.

This bizarre and original mix of playstyles scored an impressive 90% on the Megadrive in MEAN MACHINES last year, and was proclaimed a 'damn fine game'. What dizzying heights are in store for the Master System version? Read the very next edition of this particular magazine and discover for yourself!

**PLEASE REMEMBER THAT REPLYING TO PRIVATE ADVERTS IN MEGAMART IS AT YOUR OWN RISK. BE WARNED AND BE CAREFUL!**

# MEGAMART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary),. £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
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**BARGAIN!** Atari STE, 40 games, over 200 demos, joystick, never be bored again! only £150! Phone (0602) 231893 (Nottingham area).

**SEGA MEGADRIVE,** 3 months old, boxed, plus guarantee, including 3 games, Sonic, Tazmania, Streets of Rage, £150. Tel. (0904) 704945.

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**MEGA CD** only £200, fully boxed, 3 games £25 each, Ring Rupe on (0777) 870209, after 8pm, swap for S/NES with games.

**COMMODORE 64** for sale, £70, 2 chess games, work tapes, 2 manuals and over 80 tapes. Tel. (0628) 521822.

**SPECTRUM ZX+2** and games for sale, 2 joysticks and light gun in good condition for £60. Tel. Stuart on 081-950 7716.

**BACK ISSUES!** Mean Machines, also Megatech, Segapro, Segapower. Good condition. Cover price. Call now! (0256) 893300 evenings.

**FOR SALE** Sega Mega drive with Sonic Two saddles still boxed, unwanted Xmas present, 12 months guarantee £100. Tel. (0604) 785811

**NINTENDO + S** games including SMB 1 and SMB 2 also light gun. Good condition. All for £30. Call (0689) 861591 if interested.

**MEGA DRIVE**, 2 games Sonic and Shindoi The Revenge plus 1 controller. Also has a Currys full 2 year Warranty which covers for accidental damage as well as repair. Only 4 months old. All for only £95. Call (0376) 551967 between 5-9pm.

**SEGA GAMEGEAR** with Wonderboy, Shinobi, Ninja, Gaiden, Alenstorm, Master Gear and adaptor woth £200+. Sell £140 ono. Call 021-744 1681.

**TONS OF** Mega Drive games at cheap prices. About 40 in all, including JM '92, Aliens 3, Sonic 2 and more. Details, phone (0382) 833334 and speak to Shaz.

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**AMIGA 500** with 1 megabyte upgrade over £600 of games 2 joysticks, mouse, loads of magazines all in excellent condition, worth over £1000 will sell for £300 ono or swap for Megadrive plus games. Ring (0943) 875361 after 5pm.

**NES** for sale with 2 control pads, light gun, Nes advantage joystick and 8 games including Mario 1 and Wrestlemania Challenge, everything in excellent condition, worth over £350 will sell for £130. Phone Gareth on (0977) 554498 after 4pm weekdays.

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**PC ENGINE** (Pal) Side Arms, Alien Crush (Rare) with joypad + leads. All £70 mint condition, unused, boxed. Call Tris (0752) 492848.

**AMIGA 500** 86 games, 10 blanks, mouse, mousepad, 2 joysticks, lockable diskbox, dust cover. Hardly used vgc, bargain £400 ono. Tel. 071-794 4149.

**UK MEGADRIVE** for sale with Sonic 1, WWF Flying Edge and Ecco The Dolphin, 1 joypad and a technoplus joypad. Sell for £130 but would like to swap for Super Nes with 2 joypads and 1 decent game. Ring Rich (0964) 614988 Hull.

**GAME BOY** plus 17 games including Tetris, Tennis, Dr Mario, Alleyway, Motorcross Maniacs for sale £90 or swap for Game Gear plus games. Phone after 4pm (0360) 50699.

**AMSTRAD CPC 464** with green monitor, excellent condition with 57 games plus joystick and colour convertor worth £500 will sell for £150 if interested please call (0294) 601490 and ask for Sean after 4.30pm.

**MEGADRIVE** for sale. Boxed perfect condition with extra turbo joypad £50 also Megadrive games for sale: Sonic, Streets of Rage, Tazmania, Quackshot, Wrestle War, Art Alive £20 each. Ring Patrick 021-353 6571.

**BARGAIN ALERT!** 45 games up for grabs (UK) Snes, (US) Snes, Famicom, £300 the lot. I must be mad. Phone Steve (0664) 64920.

**SEGA MASTER SYSTEM** for sale 1 control pad £30 also 5 games sold separately Sonic 1 £18, Sonic 2 £20, Donald Duck £18, Mickey Mouse £18, Alex Kidd, Shinobi World £18. Call (0902) 343131 ask for John.

**MEGADRIVE GAMES:** Mickey and Donald, Alien 3, Tazmania all UK, £25 each. Sonic 2 (Jap) £25, Rolling Thunder 2 (Scart) £25 and Super Off Road £18. All games are boxed with instructions. Please call 081-778 2992 after 7pm (John).

**MEGADRIVE** games, Michael Jackson Moonwalker, Golden Axe II, Last Battle £20 each ono Tel. after 3.50pm (0256) 52478 ask for James.

**MEGADRIVE** 2 controllers, 1 turbo, 2 games excellent condition £100 ono. Wanted Super Com ask for Alan (0923) 269393.

**MEGADRIVE GAMES** for sale including Spider Man £20, Sonic the Hedgehog £25, Ghouls and Ghosts £30. Tel. (0438) 350108 (Herts).

**MEGADRIVE** Carts £15-£25 including LHX, F22, Cybercop, Robocop, Alisia, Dragon plus many more. Tel. Dave (0604) 708939 after 6pm.

**SEGA MASTER SYSTEM** good condition 2 joypads, joystick, rapid fire light phaser and over 20 games £150 also for sale Amiga 500 IMB, loads of games also blank and demo disks £300 ono. Call Spencer 071-633 0247.

**NES** for sale with 2 controllers, 2 games: Super Off Road, SMB 1, Light Gun Robot and accessories, mint condition. All boxed and instructions, quick sale £70 ono or swap for Megadrive with 1 controller. Phone after 4pm weekday 081-692 6457.

**MEGADRIVE** for sale with 4 games, sell for £150 or swap for Super Nintendo with Mario Cart also Gameboy with 3 games including Tetris sell for £55 Phone for details (0292) 311009 from 5-7pm. Ask for Neil.

**AMIGA 500** 1.5 Mbyte upgrade, 3 disk boxes, 2 joysticks, mouse mat, dust cover, loads of games including Zool, Streetfighter 2 and Flashback. Boxed as new, worth around £1000 sell for £325 ono. Phone weekdays after 5pm ask for Nick (0706) 841208.

**SEGA MASTER SYSTEM** with joypad, 6 games including Sonic II, Asterix and The Simpsons, excellent condition £120. Tel. (0736) 710774 after 6.30pm.

**AMIGA 500+** under guarantee still boxed, loads of popular games, 1 joystick, mousemat, many blank disks, £250 ono. Phone after 5pm 051-546 2684.

**SEGA MEGADRIVE** games: Robocod, Altered Beast £25 each or both for £45 or swap for Streets of Rage or Splatter House II plus Master System light phaser with Operation Wolf, Rescue Mission £35. Phone 071-231 4811.

**ATARI 520 STFM** + mouse, 2 joysticks plus 52 games, 7 demo disks including £100 Art and Music. Package vgc £215 ono. Tel. (0531) 650625.

**GAME GEAR** for sale, 6 games including Streets of Rage, Sonic, Sonic II, Lemmings, Wonder Boy and columns. Fully boxed, excellent condition only 2 months old, worth £240 sell for £150. Call Ben on (0634) 261991.

**THE ULTIMATE** Games Machine SNK Scart, Neo Geo with the ultimate soccer game 46 meg Soccer Brawl complete with PSU, 2 joysticks and memory card. Only 2 months old, whole kit worth over £500 sell for £275 ono. All boxed as new. Tel (0484) 429293.

**MEGADRIVE** for sale UK System 13 games in total including Ecco, Sonic II, Streets of Rage, NHLPA Hockey, Alien III, Euro Club Soccer, PGA Golf plus 6 other 85%+ games all boxed with instructions will consider swap for Snes with minimum 7 games. Will sell for £395 worth £600+. Tel. (0924) 258026.

**GAMES** for Megadrive, James Bond II, Streets of Rage, Wrestle War £20 each, Snes Supper Contra £25, Nes SMB 2, Gremlins II, Double Dragon £20, Track & Field II, Double Dribble £16, Cleaning kit Gameboy £5. Write to: Kevin Lampard, 25 Scott Avenue, Gt Amwell, Stansteal Abbotts, Herts. SG12 8BG.

**JAP MEGADRIVE**, 13 games, 2 joypads, power stick, massive stereo speakers + amplifier, 5" speakers with PSU – (all can be connected to Megadrive simultanously), 4 socket adaptor, a/v + scart leads, mags + more. Worth £900+, sell for £350. Tel. (0734) 863651 (Reading).

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**ATARI LYNX II** with 5 games, carry case, car adaptor, good condition everything boxed top titles include: Turbo Cop, Gauntlet, Rampage, Rampart and Zoiac Mercenary worth £300 sell for £160 or swap for a Game Gear. Tel. John on (0923) 235986.

**GAMEBOY** for sale, headphones case, rechargeable batteries plus charger, 65 in 1 cartridge, 31 in 1 cartridge plus other games £250 ono. Tel. Paul 061-876 0135.

**SONY SPORTS WALKMAN** with Alarm, Stopwatch, Date and Clock with instructions worth £60 selling for £29. Phone (0685) 875747. Bargain!

**SEGA MEGADRIVE** 2 games, 2 joy pads plus Sega Menacer light gun, £150. Tel. (0702) 295018.

**MEGADRIVE** with 10 games: Desert Strike, Toki, Road Rash, Shadow of the Beast, James Bond 2, Super Thunder Blade, Golden Axe, Altered Beast, Strider, Revenge of Shinobi. Sell for £250. Tel. 081-593 4223.

**UK MEGADRIVE** 6 great games new £340, sell for £200 may consider swap for Snes of same value. Tel. (0582) 503179.

**UNBEATABLE** Megadrive for sale, includes 2 joypads, boxed, mini speakers, headphones. Runs on UK/US/JAP plus 4 brilliant games: Sonic II, John Madden 2 EA Hockey, Desert Strike will consider swap. Bargain, only £189 worth £300. Tel. James on 081-948 3047 after 5pm.

**AMIGA 500** for sale, monitor printer 1 meg upgrade, 2 joysticks, instructions, manuals over 50 games, a bargain at £600 ono. Tel. Paul 061-876 0135.

**GAMEBOY** 28 top titles complete with PSU excellent condition less than 1 year old, all £130 ono. Phone Delius 081-853 5799.

**ZX SPECTRUM** x 2 for sale in mint condition including instruction manual, joystick, over 100 games, over 25 full price games including Mega Mix, Strider II, all cables and wires. Full boxed worth £500+ sell for £75. Phone 051-427 5137 after 6pm.

**LYNX** for sale includes: Toki, Viking Child, Ninja Gaiden, Xeno-Phobe, AC adaptor all for £120, mint condition Phone Daniele 081-889 8938 (Tottenham).

**MASTER SYSTEM** with 13 games and 1 controller, price for all £390. Call Rory on (0343) 547350 ask for House.

## SWAPS

**MEGA COLLECTION** of Megadrive/SNES games for exchange. I may even sell a few! Don't delay, phone Michael on (0232) 844473.

**I NEED** to swap my Jap Megadrive, it runs all carts UK, Jap, USA with Sonic, in mint condition, for UK Megadrive with Sonic. Tel. Steve on (0978) 751851, after 5pm.

# AMART 

**SWAP** my boxed Super Famicom plus 4 games and convertor with extra propad with slow motion and 2 speed auto fire games, include Super Double Dragon, Joe+Mac, RPM Racing and Pilotwings, I want to swap for 20 used Megadrive games, all games must be boxed with instructions. Ring 081-368 7486 or work place 071-227 2155, contact Ricky.

**LARGE COLLECTION** of Megadrive/SNES games to swap, for a list of my games, send sae to: 10 Glebe Gardens, Glengormley, Co. Antrim, N. Ireland BT36 6ED, or phone Michael on (0232) 844473. I may also sell a few games, phone now!

**SWAP M-D** games, Road Rash, Moonwalker, Wrestle Wars, etc for European Soccer, Star Control,. Alien III and others. Tel. (0272) 624338 (Bristol).

**WILL SWAP** my Jap Megadrive and Gynoug for your English Megadrive. Phone 081-572 9439 and ask for Peter.

**SWAP** my Amiga A500 1meg, still boxed wth over £600+ software, including word processor, database, etc for Megadrive or SNES with games, please write to: Craig, 18 Hayward Avenue, Loughborough Leics LE11 2PR, or tel (0509) 261360, after 6pm, please.

**MEGADRIVE SWAP**, I have Robocod, F22, John Maddens, Spiderman, Rambo, Alex Kidd, Altered Beast, Streets of Rage. Contact (0642) 582271.

**MASTER SYSTEM** for Megadrive or Game Gear, it comes with 10 games, like Terminator, Sonic 2, R-Type and Heavyweight Champ, including light phaser, 2 joypads and control stick any offers of any kind. Tel. Gareth

**PRO WRESTLING**, Moonwalker, Pacmania and Valley of Doom for your Mickey Mouse, Sonic or any decent game. Tel. (0246) 433742, between 5-10pm.

**GAMEBOY GAMES** to swap or sell, reasonable prices, contact James or Chris on 081-894 0840, 4-8pm.

**MEGADRIVE** swaps, Corporatiion, Terminator, PGA Golf, Wrestlemania, Ariel, Aquatic Games, Toejam, Fatal Rewind, Sword of Vermillion, gameswanted are: Powermonger, Humans, Euro Club Soccer, Chakan, Gadget Twins, Lotus Challenge, NHLPA '93, USA Basketball, Arcus Odyssey. Tel. Steve or Caz on 081-575 7126.

**HI,** I will swap my NES with 6 top games for your Game Gear with 4 games. Ask Jonny on 021-447 7764.

**SWAP MEGADRIVE** games, Decap Attack, F22, Altered Beast, Strider, Eswat, Quackshot, Thunderforce II, Robocod, Roccine Thunder. I want Krustys Fubnhouse, Lotus Challenge, Ecco, NHLPA, Hockey, Road Rash II, Mickey and Donald, WWF, Game Genie, will consider others, hurry! Phone (0621) 819460.

**SNES** Streetfighter pack never used, Xmas present, swap for Megadrive with games, also Atari Lynx Mk II with 10 games, will swap for Megadrive with games, swap both for Neo Geo with games. Tel. Craig on (0530) 813595.

**SWAP** my Lynx One with Warbirds, adaptor, battery pack, link leads, all boxed, for a NES with Mario 2 or I will sell for £60, if interested, call Steven on (0202) 516584.

**WILL SWAP** Megadrive with 6 top games, including Sonic 2, Desert Strike, etc. for Amiga 400 with games. Phone Dean on (0763) 249209.

## WANTED

**MEGADRIVE/SNES** games wanted, prefer UK with instructions, will pay up to £20 for best games. Phone Michael on (0232) 844473.

**WANTED** Super Nintendo and Sega Megadrive games, large or small collection or single games with or without console. Phone (0527) 32230.

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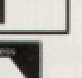
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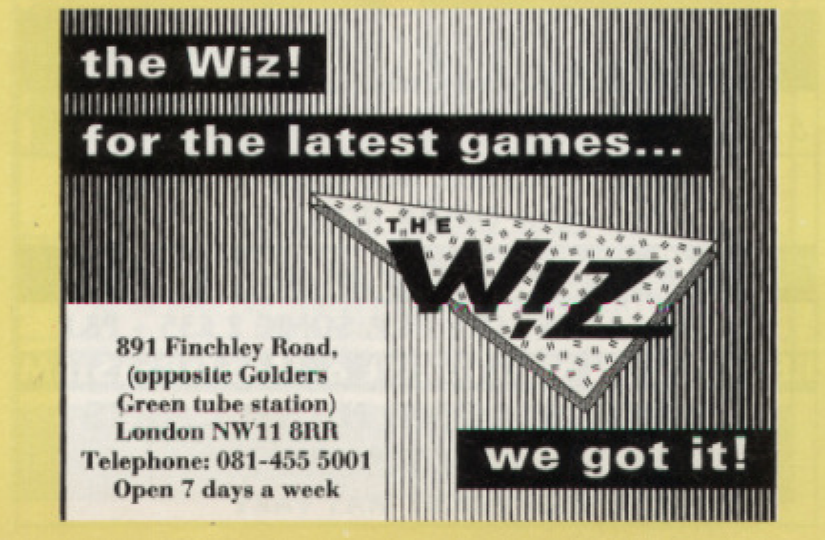
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# MEGA SHOP GUIDE

# ADVERTISEMENT INDEX




# MEGA DRIVE

### 688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" — ho! ho!).
**OVERALL 88%**

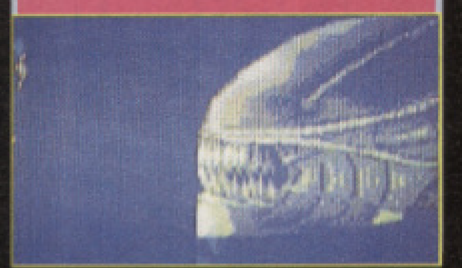
### AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
**OVERALL 78%**

### AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
**OVERALL 90%**

### AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
**OVERALL 69%**

### ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
**OVERALL 68%**

### ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
**OVERALL 89%**



### ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action — experts, though, are warned that they might just find themselves finishing this prematurely.
**OVERALL 78%**

### ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
**OVERALL 87%**

### ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit — it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
**OVERALL 67%**

### ANOTHER WORLD
Brilliant shoot 'em up/puzzling action as you attempt to escape from Another World. There's plenty to see and do in this game with the only problem being that the game is a bit on the easy side. A special mention must go to the animation, which is completely brilliant!
**OVERALL 87%**

### AQUATIC GAMES
James Pond returns in a rather feeble multi-event sports simulation where the puns are better than the gameplay. It's all to simple, and the events are very easily mastered, leaving this with very little lasting appeal.
**OVERALL 61%**

### ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
**OVERALL 40%**

### ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D view-point and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
**OVERALL 85%**

### ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
**OVERALL 46%**

### ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating — there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
**OVERALL 73%**

### ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
**OVERALL 82%**

### ATOMIC RUNNER
Superb, good looking, highly challenging and very addictive shoot 'em up which is different enough to be well worth the asking price. The Japanese import version of the game is known as Chelnov.
**OVERALL 91%**

### AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
**OVERALL 84%**

### BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
**OVERALL 77%**

### BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
**OVERALL 83%**

### BATMAN RETURNS
Large but poorly animated sprites combine with only slightly above average platform gameplay and unresponsive controls to produce an unoriginal but gothically good looking game which does take skill to complete — if you can be bothered.
**OVERALL 77%**

### BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
**OVERALL 80%**

### BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
**OVERALL 45%**

### BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
**OVERALL 91%**

### BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
**OVERALL 73%**

### BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
**OVERALL 91%**

### BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills — nunchu-ka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
**OVERALL 89%**

### BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
**OVERALL 83%**

### BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
**OVERALL 76%**

### CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skate-boarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
**OVERALL 91%**

### CAPTIAIN AMERICA AND THE AVENGERS
An initially very good fun beat 'em up featuring all the fave characters from the Marvel Comic. But it looks awful and the thrill soon wears off — not a highly recommended experience.
**OVERALL 67%**

### CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
**OVERALL 52%**

### CHAMPIONSHIP PRO-AM
High speed racing without the carnage as you spin radio-controlled cars around stacks of tracks. It's great fun but there should have been a lot more variety in both the graphics and the gameplay. Micro Machines is the better racing game — go for that instead
**OVERALL 75%**

### CHIKI CHIKI BOYS
Also known as MegaTwins, this game is a decent enough platform romp and an entertaining package. The graphics and sound are brilliant and it's a very close arcade conversion (only the two-player option is missing). Check it out.
**OVERALL 85%**

### CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
**OVERALL 91%**

# GAME INDEX

**COLUMNS**
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
**OVERALL 88%**

**CORPORATION**
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
**OVERALL 86%**

**CRACKDOWN**
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.
**OVERALL 65%**

**CURSE**
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
**OVERALL 70%**

**CYBERBALL**
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
**OVERALL 80%**

**DANGEROUS SEED**
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
**OVERALL 40%**

**DARK CASTLE**
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
**OVERALL 23%**

**DARIUS II**
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
**OVERALL 83%**

**DARWIN 4081**
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
**OVERALL 74%**

**DECAPATTACK**
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it — if you're one, check it out.
**OVERALL 82%**

**DESERT STRIKE**
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
**OVERALL 94%**

**DICK TRACY**
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
**OVERALL 89%**

**DINOLAND**
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
**OVERALL 53%**

**DJ BOY**
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw — it's too darn easy. For coin-op fans only.
**OVERALL 78%**

**DONALD DUCK**
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
**OVERALL 83%**

**DOUBLE DRAGON**
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
**OVERALL 59%**

**DOUBLE DRAGON II**
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
**OVERALL 30%**

**DRAGON'S FURY**
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen — a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original moniker of Devil Crash.
**OVERALL 90%**

**DYNAMITE DUKE**
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
**OVERALL 73%**

**EA HOCKEY**
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available — miss it at your peril.
**OVERALL 94%**

**ECCO**
An absolute Megadrive classic owing to the utterly original and completely addictive "swim 'em up" gameplay, strong story line, astounding Dolphin animation and fantastic sound. Definitely a contender for the best Megadrive game ever.
**OVERALL 97%**



**ELEMENTAL MASTER**
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
**OVERALL 78%**

**EL VIENTO**
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
**OVERALL 80%**

**EMPIRE OF STEEL**
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
**OVERALL 70%**

**ESWAT**
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
**OVERALL 92%**

**EURO CLUB SOCCER**
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkwerd controls. As the (very) old saying goes, "try before you buy!".
**OVERALL 69%**

**EVANDER HOLYFIELD "REAL DEAL" BOXING**
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.

**EX-MUTANTS**
This platform beat 'em up may not look or sound much cop but on the playability stakes it's fast, responsive and damn good. Nine long and extremely tough levels ensure a challenge for any likely candidate — even with the plethora of continues. A priority purchase.
**OVERALL 85%**

**F-22**
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots — and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
**OVERALL 93%**

**FAERY TALE ADVENTURE**
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
**OVERALL 49%**

**FANTASIA**
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
**OVERALL 49%**

**FASTEST ONE**
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
**OVERALL 29%**

**FATAL LABYRINTH**
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
**OVERALL 51%**

**FATAL REWIND**
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
**OVERALL 83%**

**FERRARI GRAND PRIX CHALLENGE**
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
**OVERALL 45%**

**FIGHTING MASTER**
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended — but do bear in mind that you do need two players to get the most out of it.
**OVERALL 81%**

**FIRE MUSTANG**
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
**OVERALL 59%**

**FIRE SHARK**
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
**OVERALL 59%**

**FLICKY**
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
**OVERALL 88%**

**FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING**
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
**OVERALL 69%**

**FLYING SHARK**
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".
**OVERALL 71%**

**FORGOTTEN WORLDS**
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
**OVERALL 82%**

**GAIRIES**
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
**OVERALL 84%**

**GAIN GROUND**
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
**OVERALL 43%**

**GALAHAD**
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
**OVERALL 86%**

**GALAXY FORCE**
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.

**OVERALL 59%**

### GAMES:WINTER CHALLENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
**OVERALL 85%**

### GEMFIRE
This original, partly historical strategy game features hugely rewarding and different gameplay but rather naff sounds and graphics.Definitely worth a look by strategy lovers.
**OVERALL 86%**




### GHOSTBUSTERS
Featuring humorous cartoon-style graphics — some of the end-of-level ghosts are truly superb — and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
**OVERALL 82%**

### GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
**OVERALL 93%**

### MICK AND MACK: GLOBAL GLADIATORS
Mick and Mack is fast and furious, boasting platform action that's addictive from the word go. It's superb in the graphics, sound and presentation department but sadly let down by a lack of thought in the lastability side of things.
**OVERALL 80%**

### GODS
The Bitmap Brothers' classic Amiga game hits the Megadrive in real style. The graphics and sound are truly classy, looking nothing like any other Megadrive title. The gameplay is equally good, boasting excellent puzzling action combined with top-notch blasting. Gods is only available as an import though, so be careful when buying.
**OVERALL 89%**

### GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
**OVERALL 94%**

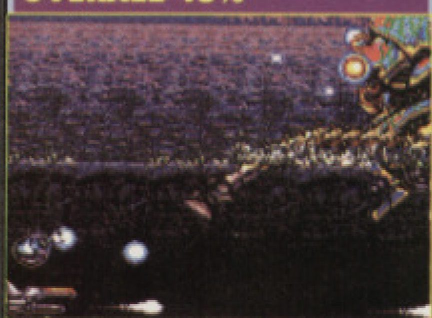
### GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
**OVERALL 69%**

### GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
**OVERALL 80%**

### GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
**OVERALL 85%**

### GREEN DOG
Sega's newest hero stars in a superb looking, but ultimately dull platform game which suffers from a lack of variety and few original features. It's also far too easy, and platform fans should crack it within a day or so.
**OVERALL 49%**

### GREYLANCER
From the same team that brought us the brilliant Gynoug, Greylancer had the potential to be completely mega. Unfortunately, the blasting action is just so dull and unoriginal, you'll be turned off the game extremely quickly. Boo!
**OVERALL 48%**



### GYNOUG
Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
**OVERALL 92%**

### HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
**OVERALL 51%**

### HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
**OVERALL 75%**

### HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
**OVERALL 85%**

### HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire — it might not looks as good as Thunderforce III, but it's simply a much better game.
**OVERALL 93%**

### HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
**OVERALL 76%**

### HOME ALONE
This is a very strange game. Guide Kevin (aka Macaulay Culkin) around the district on his snow sled, protecting each house by setting up traps for the unwary burglars. Home Alone is certainly a different game, but it's dull, slow and very repetitive. Not recommended at all.
**OVERALL 43%**

### INSECTOR X
The game is fun at first — and the slick graphics and decent sound certainly add a little to the excitement — but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
**OVERALL 74%**

### JAMES BOND 007: THE DUEL
Similar in concept to Alien 3, it's your job to guide James Bond around the scrolling platform environment resucing ladies and doing battle with assorted shadow guards and major Bond meanies (like Baron Samedi, Oddjob and Mayday!). The problem here is a very frustrating lack of response and not a lot of variety between the levels. Out of the two games, Alien 3 is the more appealing buy.
**OVERALL 66%**

### JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
**OVERALL 77%**

### JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
**OVERALL 55%**

### JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's — or if you're after something different, Joe Montana II.
**OVERALL 73%**

### JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
**OVERALL 83%**

### JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
**OVERALL 94%**

### JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
**OVERALL 96%**

### JOHN MADDEN FOOTBALL 93
Sadly the bubble's burst with this one, because although not bad in it's own right, it has nothing new to offer compared with the '92 version, in fact it's worse! Do yourself a favour and get one of the predecessors.
**OVERALL 89%**

### JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball — it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid.
**OVERALL 40%**

### KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
**OVERALL 78%**

### KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
**OVERALL 71%**

### KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
**OVERALL 85%**

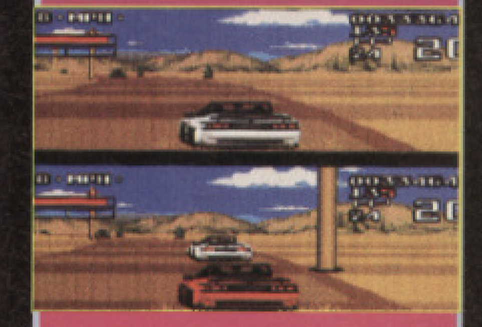
### KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them — NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
**OVERALL 90%**

### LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
**OVERALL 89%**

### LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
**OVERALL 32%**

### LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
**OVERALL 89%**

### LOTUS TURBO CHALLENGE
Graphically and sound-wise this driving game's a bit of a dog but on the playability and lastability fronts it's a serious winner — especially in two-player mode. Even by yourself it's a challenging winner with the mass of different tracks and near impossible time limits. Definitely worth a bash.
**OVERALL: 84%**



### M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
**OVERALL 81%**

### MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.

OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MICRO MACHINES
A brilliant overhead scrolling racing game that oozes playability! The NES original was a classic and this conversion is better still. For the ultimate game of this type go for Micro Machines.
OVERALL 93%

MEGA-LO-MANIA
The definitive Megadrive strategy game. Action, strategy, originality and humour contained within the nine massive extremely tough levels to produce a great-looking wonderfully addicative game. An essential buy.
OVERALL 94%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%

MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
OVERALL 85%

MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
OVERALL 71%

MYSTIC DEFENDER
Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OVERALL 89%

NHLPA HOCKEY
Basically this is EA hockey with a few knobs on. To be honest, the original game is simpler and better! It's cheaper too!
OVERALL 90%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.
OVERALL 70%

OUTLANDER
This racing game is a cross between Road Rash and Test Drive, with Mad Max overtones. It's very fast and packed with action, along with some decent touches and although there's not much variety between the 28 levels, road racer fans with a taste for violence should definitely check it out.
OVERALL 78%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat — it's so easy even a complete dumbo can complete it within a couple of goes.
OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!
OVERALL 86%

PAPERBOY
Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department — the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.
OVERALL 72%

PGA TOUR GOLF
Used to be the best golf game available on any system but it's sequel has pipped it at the post. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PGA TOUR GOLF II
Undupitably the best golf game on any system ever. Originally intended as just an update of the original it's in fact, far, far better in every way. Do not miss under any circumstances.
OVERALL 95%

PHANTASY STAR II
There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%

PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least — even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%

POPULOUS
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

POWERMONGER
Powermonger ranks as an excellent strategy game, piling in months of decent play into the cart. The problem is that the game takes hours to take into and the game isn't accessible to all players.
OVERALL 82%

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%

RAMPART
Here's a novelty: an original game for the Megadrive (even if it is an arcade conversion). Fortify your castle and bomb the opposition. The graphics are cack, but the gameplay is brilliant. Take a look.
OVERALL 81%

REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

RISKY WOODS
A reasonably challenging platform quest which looks pretty good but there are a lot better buys of the same genre to be had. Best left alone.
OVERALL 74%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%

ROAD RASH II
This game plays much the same as the original Road Rash, but crams in more bikes, more weapons and even more dangerous races! What's more, there's also a brilliant split-screen two-player mode to liven up the proceedings. If you own Road Rash, there's not much point buying this — it's more of an update. However, if you're after the greatest Megadrive road racer, look no further.
OVERALL 93%





ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

ROLO TO THE RESCUE
This platform game boasts hundreds of levels' worth of compulsive play. The graphics are cutesy and smart and the gameplay involving. The problem is that there is no password or save/game feature and since a game goes on for hours that's an incredible pain in the rear.
OVERALL 80%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHADOW OF THE BEAST II
This is just as slow as the original but it's a lot more frustrating, making for a rather cacky game with dull playability and a lack of variety. Leave this well alone.
OVERALL 58%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

SHINOBI III
The follow-up to Revenge of Shinobi is an excellent Ninja-related platform game, boasting eight massive levels and superb gameplay. The problem is that the overall package is lacking a lot in

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the originality deparment and for some reason the game isn't quite as polished overall as the original.
**OVERALL 88%**

### SIDE POCKET
This overhead-view Pool simulation is a decent enough simulation of the American version of the sport. However, the ball movement seems to be a tad unbelievable at times and the game does grow quite dull in one-player mode. However, in the office, Side Pocket turned into quite a popular game — in two-player mode. Pulling off a jammy shot in front of your mates is an excellent laugh! If you're into the sport, and have no shortage of human opponents, give it a try.
**OVERALL 75%**

### SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
**OVERALL 70%**

### SMASH TV
A decent conversion which suffers from poor controls and slightly dodgy collision detection. Die-hard Smash TV fans should enjoy the action, but others won't find the blasting action particulary addictive.
**OVERALL 72%**

### SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.
**OVERALL 78%**

### SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
**OVERALL 90%**

### SONIC THE HEDGEHOG II
Sonic's back in his greatest adventure yet! Take the best graphics you can imagine, add some funky soundtracks, mix well with fast and highly playable gameplay and you have the best platform game for the Megadrive! Luckily, most of the faults of the original seem to have been rectified, especially the difficulty level. The split-screen two-player mode adds a few laughs too. An essential buy.
**OVERALL 96%**

### SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
**OVERALL 76%**

### SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
**OVERALL 88%**



### SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
**OVERALL 91%**

### SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.
**OVERALL 73%**

### STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
**OVERALL 90%**

### STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go — you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).
**OVERALL 94%**

### STEEL TALONS
This is a decent enough conversion of the brilliant coin-op. The problem is that the game is INCREDIBLY slow, completely destroying the playability. If it wasn't for that, Steel Talons might be worth considering. As it is, leave well alone.
**OVERALL 29%**

### STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.
**OVERALL 57%**

### STREET SMART
A dreadful beat 'em up debacle, Street Smart starts off well with decent sprites and backdrops. However start the game proper and you'll discover that the gameplay is a complete joke with repetitive attack moves and no challenge whatsoever. Get Streets of Rage instead.
**OVERALL 55%**

### STREETS OF RAGE
Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
**OVERALL 92%**

### STREETS OF RAGE II
The best scrolling beat 'em up ever to hit a home console. Basic playability's similar to the original but the execution is far superior. Bigger, faster, brighter, better in every region just about sums it up. An absolute must for your collection.
**OVERALL 94%**

### STRIDER
The graphics and sound are nigh on arcade-perfect, and packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan — and its multiple difficulty levels means that it won't become boring quickly.
**OVERALL 91%**

### SUPER HANG-ON
Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without, especially with its new £19.99 price tag.
**OVERALL 89%**

### SUPER HIGH IMPACT
This is an accurate enough conversion of the original American Football coin-op, but the probem is that the concept is just complete cack and fails to match the Madden series in any way whatsoever. Doh!
**OVERALL 39%**

### SUPER HYDLIDE
This is a potentially excellent role-playing game, let down by the fact that the graphics are rubbish and the game is near impossible to get into. Sword of Vermilion, Buck Rogers or Phantasy Star III are far more worthy buys.
**OVERALL 40%**

### SUPER KICK OFF
This vertically-scrolling overhead view soccer game, mixing fast-paced arcade action with realistic simulation elements has hordes of options, snazzy graphics, decent sound and literally years worth of skills to be learn. The four tourneys should last single players quite a while, and with another player it should last forever. The best football game going, and one which every Megadrive owner, regardless of their interest in the sport, should leap out and purchase.
**OVERALL 95%**

### SUPER LEAGUE BASEBALL
The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and laffs.
**OVERALL 80%**

### SUPER MONACO GP
This incredible race game is not only a superb conversion of the brilliant coin-op but also features a full extra game in which you race top drivers around eighteen different Grand Prix circuits. It's a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.
**OVERALL 94%**

### SUPER MONACO GP II
This follow-up to one of the best Megadrive games ever is surprising in that it is so very similar. The only differences are in the range of new options, including a one-on-one race with Ayrton Senna and an Ayrton Senna advice corner. It's better than the first game, but if you already own that, there's no point buying this.
**OVERALL 87%**

### SUPER OFF-ROAD
Based on the Leland coin-op, this one or two-player single screen racer is quite a laugh. Highly polished and very playable, it's a must for people after a decent Super Sprint style game.
**OVERALL 83%**

### SUPER REAL BASKETBALL
The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again. With excellent graphics — the animation on the players is particularly good — and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.
**OVERALL 81%**

### SUPER THUNDERBLADE
This was one of the first ever Megadrive games, and three years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges.
**OVERALL 69%**

### SUPER VOLLEYBALL
Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
**OVERALL 61%**

### SUPREME COURT BASKETBALL
A fairly decent isometrical 3D scrolling basketball game with polished graphics and sound, Supreme Court Basketball is let down by a real lack of excitement and problems with the logic of your other players. Take a look at Bulls vs Lakers.
**OVERALL 78%**

### SWORD OF SODAN
Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
**OVERALL 55%**

### SWORD OF VERMILION
Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
**OVERALL 87%**

### TALE SPIN
A great looking platform game, enhanced by the unexpected shoot em up section but utterly blighted by ridiculous programming flaws. Even the two-player mode sucks big lemons because Kit always plays second fiddle to Baloo. A great licence spoilt by careless lack of playtesting.
**OVERALL 59%**



### TALMIT'S ADVENTURES
A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre. Look out for the game under its Japanese pseudonym, Marvel Land.
**OVERALL 83%**

### TAZ-MANIA
A brilliant interpretation of the cartoon character, Taz-Mania is blessed with some of the best graphics seen on the Megadrive — capturing the spirit of the character perfectly. It's great fun all the way, spoiled only by the difficulty (or rather the lack of it). When will Sega start making their games harder?
**OVERALL 81%**

### TECHNOCOP
There are two sections to each mission in this rancid Razorsoft game. The first part of the game involves chasing criminals along a poorly-defined 3D road, while the second part is a sad scrolling effort when Technocop blasts his suspect out of all the known dimensions. Boring in the extreme, Technocop should never be part of anyone's cartridge collection.
**OVERALL 49%**

### TECMO WORLD CUP
A disappointing, uninspiring and simplistic game of football based on Tecmo's moderately successful coin-op. The main problem is that the game is very easy to beat — even on the top difficulty setting! The poor graphics and sounds are two more own goals, and the final result is a game that you won't be over the moon with.
**OVERALL 47%**

### THE TERMINATOR
Based on one of the most popular films of the '80s, the Terminator would be a brilliant scroll-along platform game where it not for one thing. The game is just to easy to complete. Every difficulty setting presents no challenge whatsoever, making The Terminator a very short (albeit sweet) experience.
**OVERALL 43%**

### TERMINATOR II: THE ARCADE GAME
One of the first decent Menacer games we've seen, this offering has stonking graphics and more things to blow up than Jaz has ego, and follows the film storyline fairly closely. But as a joypad experience it's awkward to control, too

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# GAME INDEX

easy to complete and quite frankly, dull.
**OVERALL 75%**

### TEST DRIVE II:THE DUEL
An accurate simulation of driving three of the fastest sports cars in the world has loads of potential. Unfortunately, this game flushes it down the toilet with its combination of crappy graphics, nauseating sound, ropey collision detection and awkward controls.
**OVERALL 57%**

### THUNDERFORCE II
Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians. Recommended to blasting fans.
**OVERALL 81%**

### THUNDERFORCE III
The Rynex fighter is back in a six-level graphical tour-de-force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
**OVERALL 89%**

### THUNDERFORCE IV
The follow-up to one of the greatest Megadrive blasts is just as good as its predecessor, with more worlds to explore and even more spectacular graphics. The gameplay though, doesn't actually seem that different from the last Thunderforce outing though...
**OVERALL 89%**

### TOEJAM AND EARL
A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches — both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
**OVERALL 87%**

### TOKI
The arcade game was brill, but the programmers have managed to ruin this conversion by completely changing the maps and screen layout around. The end result is a plodding, very easy, occasionally frustrating platform game which only demented baboons will enjoy.
**OVERALL 47%**

### TONGUE OF THE FATMAN
The graphics and animation of this one-on-one beat 'em up are utterly superb. However, these are let down by the gameplay, which is far too easy. Check it out by all means — if just to see the graphics — but play before you buy.
**OVERALL 71%**

### TRUXTON
Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
**OVERALL 82%**

### TURBO OUTRUN
Apart from being a titchy bit harder than Outrun (not difficult since that game was as difficult as poking a hole through wet bog roll), every other aspect of this sad shambling mockery of the classic arcade game is miles worse. A grand disappointment of the highest order.
**OVERALL 42%**

### TURRICAN
A fairly enjoyable platform/shooting game which has one flaw — it starts out fairly tricky, but gets easier the further you go!

**OVERALL 73%**

### TWIN HAWK
Yet more Megadrive vertically scrolling malarkey, with the usual assortment of power-ups and end-of-level bosses. Twin Hawk is very average indeed, adding nothing to an already overtired genre.
**OVERALL 60%**

### TWINKLE TALE
This game is an excellent scroll-along shoot 'em up, reminiscent of the decent Elemental Master (reviewed elsewhere). It's got an excellent graphical style with fast and furious action. The only problem is that you can get really far into the game with no real effort. Luckily it does get tougher later on. Blasting fans should take a look.
**OVERALL 88%**

### TWISTED FLIPPER
A good pinball simulation all right, Twisted Flipper is let down by the fact that the gameplay is just a bit too repetitive. For the ultimate in pinball excitement, check out Dragon's Fury/Devil Crash.
**OVERALL 74%**



### TWO CRUDE DUDES
An enjoyable horizontally scrolling one or two-player beat 'em up marred slightly by rough graphics and repetitive play. Fans of the coin-op will love it, otherwise try before you buy.
**OVERALL 79%**

### TOXIC CRUSADERS
This platform action shoot/beat 'em up is really fun and playable with a decent range of options, a mound of levels to plough through and a nice polished feel. But it suffers from rather some awful graphics and a lack of lastability.
**OVERALL 70%**

### ULTIMATE TIGER
Yet another vertically scrolling shooting game, Ultimate Tiger is a pretty decent conversion of the ageing coin-op. Although completely unoriginal, Ultimate Tiger is still quite playable and well worth a look.
**OVERALL 81%**

### UNIVERSAL SOLDIER
Universal Soldier? It's exactly like Turrican II with new graphics! Doh! Sad graphics, dull playability and no challenge make for a game that's a complete waste of cash. Don't buy this!
**OVERALL 47%**

### VAPOR TRAIL
Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
**OVERALL 70%**

### VERYTEX
Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
**OVERALL 73%**

### WARDNER
Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare — dodge the traps and blast the meanies and massive bosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
**OVERALL 75%**

### WHERE IN TIME IS CARMEN SANDIEGO?
A decent enough "edu-tainment" title oozing originality. Unfortunately, educational as it may be, the gameplay is very dull indeed, putting you off the game very quickly.
**OVERALL 63%**

### WHIP RUSH
Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available — try something like Truxton or Thunderforce III rather than wasting your cash on this.
**OVERALL 48%**

### WONDERBOY III
Tom-Tom's back for some more platform-based scrolling shoot 'em up action. Very average graphics and sound stand hand-in-hand with uneventful, completely unchallenging gameplay. A big disappointment for Wonderboy fans.
**OVERALL 47%**

### WONDERBOY IN MONSTERLAND
Not outstanding in the graphics or sound department, this Wonderboy game more than makes up for its deficiencies with marvellous gameplay, a massive map and plenty of enjoyable brain-teasing puzzles. A must for Wonderboy fans.
**OVERALL 88%**



### WORLD CUP SOCCER
Soccer games are few and far between on the Megadrive, and unfortunately, this is not particularly brilliant and it's very easy to beat the crap computer opponents. Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level.
**OVERALL 64%**

### WORLD OF ILLUSION
Mickey and Donald star in this veritable treat of a platform game which although fairly easy, looks so great with fab sprites and incredible animation and plays so marvelously well, it will keep you coming back again and again. Well worth a look.
**OVERALL 91%**



### WRESTLE WARS
A topper wrestling game which features plenty of moves, fun gameplay and throws aplenty — the two-player game is particularly fun. If you like grappling sweaty men, make this worth a look.
**OVERALL 75%**

### WWF SUPER WRESTLEMANIA
Definitely the best wrestling game around at the moment with a good range of moves and reasonable animation but in one-player mode it tends to get a bit samey quite quickly. A must though for WWF fans.
**OVERALL 80%**

### XENON II
A massive success on the Amiga, but not quite so hot by Megadrive standards, this graphically impressive vertically scrolling shoot 'em up has enough neat touches to appeal to hardcore shoot 'em up addicts.
**OVERALL 82%**

### XDR
This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting.
**OVERALL 47%**

### ZANY GOLF
This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.
**OVERALL 80%**

### ZERO WING
A tough and thoroughly enjoyable scrolling shoot 'em up. There are loads of this type of game on the Megadrive, but alongside Gynoug and Hellfire, this is one of the best.
**OVERALL 91%**

### ZOOM
Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.
**OVERALL 45%**






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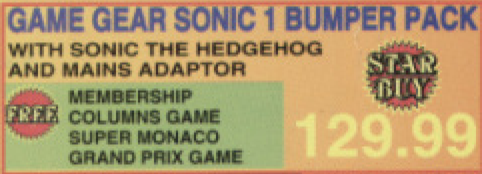
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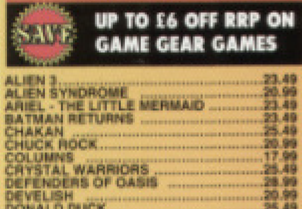
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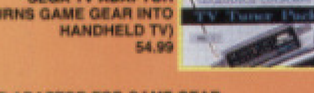
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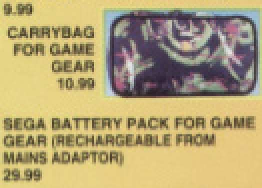


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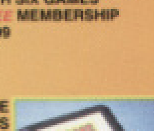
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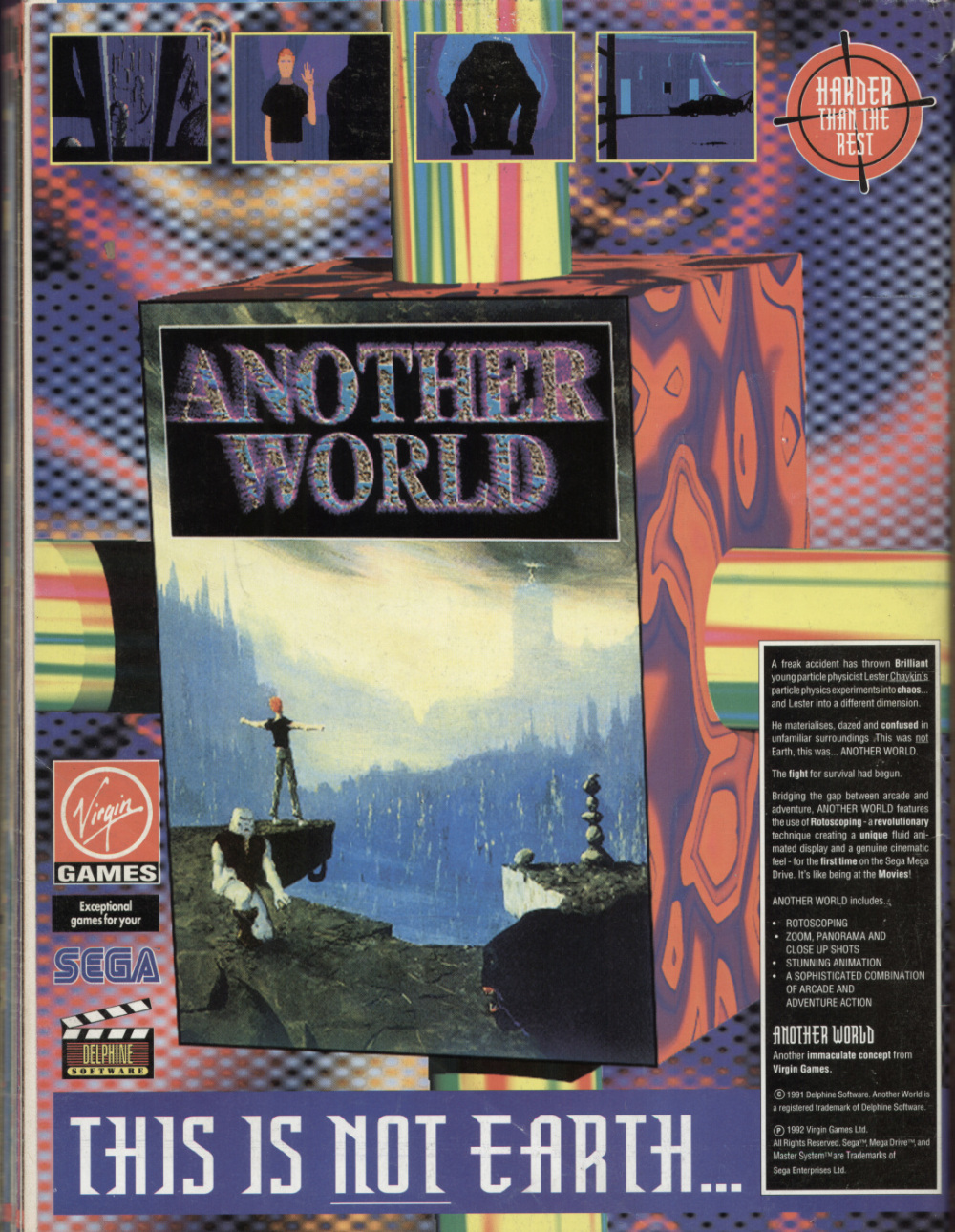
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A freak accident has thrown Brilliant young particle physicist Lester Chaykin's particle physics experiments into chaos... and Lester into a different dimension.
He materialises, dazed and confused in unfamiliar surroundings .This was not Earth, this was... ANOTHER WORLD.
The fight for survival had begun.
Bridging the gap between arcade and adventure, ANOTHER WORLD features the use of Rotoscoping - a revolutionary technique creating a unique fluid animated display and a genuine cinematic feel - for the first time on the Sega Mega Drive. It's like being at the Movies!
ANOTHER WORLD includes.
• ROTOSCOPING
• ZOOM, PANORAMA AND CLOSE UP SHOTS
• STUNNING ANIMATION
• A SOPHISTICATED COMBINATION OF ARCADE AND ADVENTURE ACTION
ANOTHER WORLD
Another immaculate concept from Virgin Games.
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Virgin GAMES
Exceptional games for your
SEGA
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THIS IS NOT EARTH...